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- GUESS YOUR LETTER AND MAKE WORDS WITH YOUR FRIENDS IN LETTER JAM, THE NEW COOPERATIVE WORD GAME FROM CZECH GAMES EDITION!

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games

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Become the hero, fight the villain, and emerge as the *Champion* in the newest *Living Card Game* offering from

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POKÉMON
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Each booster pack of 10 cards sold separately. Cards vary by pack.

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BATMAN NINJA™ ニンジャバットマン



Based on the **Batman Ninja** animated feature, this expansion for the **DC Deck-Building Game** takes place in feudal Japan and lets players become Batman™, Catwoman™, Robin™, Red Robin, Red Hood™, and Nightwing™.

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(S19)

2-5
15+

35-45 mins



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Greetings Dear Readers!

Welcome to your spook-tacular October edition of Game Trade Magazine!

The summer heat is behind us, and we still have a way to go before winter's chill is here, so that must mean it's Autumn and Halloween is just around the corner!

I've certainly made no secret of our fondness for Halloween here in the ol' GTM Bullpen, and this year is no exception! Ghosts, goblins, ghouls and more will always be welcome in these pages.

In this issue, we must attempt to survive an incursion from the stars in *Nightmare Forest — Alien Invasion*. Return to the woods for the latest terrifying chapter from Solarflare Games!

Next, Sandy Petersen takes us behind-the-scenes of *Planet Apocalypse* and runs us through the numbers — numbers of dice, that is — to be included in this hotly anticipated post-apocalyptic thriller which pits players against the assembled forces of the underworld!

Of course, Halloween is not all frights and scares — "Where's the color and adventure?" you may ask; well, we have that as well!

Marvels greatest heroes assemble to fight super villains in *Marvel Champions* from Fantasy Flight Games. Gather your heroes, band together with allies, and fight evil in this super-charged living card game!

And what would Halloween be without a little fun with friends? In *Letter Jam*, you cooperate with other players to guess your hidden letters and create words in this cooperative game from Czech Games Edition.

Last, and certainly not least, if you're at PAX Unplugged in Philly next month, be sure to swing by the GTM booth, say "Hi!", and grab a copy of the magazine or any of the promos we'll have at the show.

All treats, no tricks. That's how we do it at GTM. 😊

Game on,
-JG



GTM Bullpen, 2019 Halloween Party

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MARVEL CHAMPIONS

THE CARD GAME

THE GREEN GOBLIN

SCENARIO PACK

Continue your adventures in the Marvel Universe with *The Green Goblin Scenario Pack* for *Marvel Champions: The Card Game*! This 78-card pack introduces two new scenarios showcasing the devious Norman Osborn and his villainous guise, the Green Goblin. Save the city when *The Green Goblin Scenario Pack* is released in the fourth quarter of 2019!

THE GREEN GOBLIN SCENARIO PACK

MC02EN | \$19.95



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STATE OF MADNESS

ENVIRONMENT

GREEN GOBLIN

VILLAIN

SCH

3

ATK

ers play with
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mpared to mine! Your
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THRALL

GOBLIN.

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you cannot attack th

Goblin Thrall in

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your *FLGS* or *FLCS*. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your *FLGS* or *FLCS*, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your *Friendly Local Game (FLGS)* or *Comic Store's (FLCS)* shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your *FLGS*!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS
SPOTLIGHT ON

GAME TRADE MAGAZINE #226
GTM contains articles on gameplay, previews and reviews, game related news, and other information and game modules, along with solicitation information on upcoming game and hobby supply releases.

ART FROM PREVIOUS ISSUE

DASHAT
ATM 31622
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OPYLÆ
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ART OF WAR: BEAR! - Russia 1941-42 takes you to the eastern front during Operation Barbarossa. The German invasion of the Soviet Union was the first time period to be the birth of modern warfare tactics that continue to be used and refined to this day.

ART OF WAR: BEAR! - Russia 1941-42 takes you to the eastern front during Operation Barbarossa. The German invasion of the Soviet Union was the first time period to be the birth of modern warfare tactics that continue to be used and refined to this day.

Scheduled to ship in January 2019.
AYG 5016.....\$20.00

DRAGON SHIELD: PLAYMAT
Scheduled to ship in January 2019.

PLAIN BLACK
ATM 20501
\$14.99

PLAIN WHITE
ATM 20500
\$14.99

DRAGON SHIELD:
ART DECK SHELL
Scheduled to ship in October 2018.

ARADO
ATM 31725
\$2.99

BETHIA
ATM 31632
\$2.99

GAMES

SMALL STAR EMPIRES
SOLAR SYSTEM: SMALL STAR EMPIRES

SMALL STAR EMPIRES:
DAWN OF DISCOVERIES

JUNGLE SPEED: KIDS
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and quick arm control.

ASW JSK02.....\$14.99

SMALL STAR EMPIRES: THE GALACTIC DIVIDE
After decades of galactic wars, the spacefaring races have finally come to the moment where even their own civilization is at stake. The Galactic Divide is coming as each civilization tries to force its agenda upon the crowded galaxy and its population. When you play Small Star Empires: The Galactic Divide at the beginning of the game you choose which civilization to play with and take its commanding civilization. Each civilization has unique strengths for combat, certain amounts of power to play, and a track on which you mark the amount of power you have available.

ASG 002.....\$20.00

TREASURE ISLAND
Join John Silver's crew as he has committed mutiny and has him cornered and tied up. Bound after revolt, they question him about the location of his treasure and explore the island following his indications... Or his misdirections? Who knows... The old sea dog is surely planning an escape, after all, after which he will definitely try to get his treasure back... Scheduled to ship in November 2018.

ASM TR01.....\$59.99

BABA YAGA
After digging through the crooked fingers of Baba Yaga, you manage to escape her house. Then you pursue her aboard her flying carriage! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.

ASM PB1113.....\$24.99

VISIOO
A game of observation and challenge. Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the board, the player who collects the most cards and win the game! Scheduled to ship in November 2018.

ASM VIS01.....\$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the Games Section. Here's what they all mean!

**FEATURED ITEM**

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the GTM Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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MARVEL CHAMPIONS

THE CARD GAME

MC01en | \$59.95 | Marvel Champions Core Set



Rhino rampages through the streets of New York, Klaw peddles illegal weapons to the world's most dangerous criminals, Ultron threatens nuclear annihilation. The world needs champions to stop these villains! Are you up to the task?

Fantasy Flight Games is proud to announce *Marvel Champions: The Card Game*, a cooperative Living Card Game® of super heroics for one to four players!

Marvel Champions sees you step into the shoes of the iconic superheroes of the Marvel universe and battle a plethora of dastardly villains and their diabolical schemes. But the champions of the Marvel universe have more to worry about than supervillain schemes—each carries their own iconic history, full of their own villains and personal problems that can pop up at the worst possible time! Can you balance battling supervillains with the demons of your own past and claim the title of a Marvel Champion?

CHOOSE YOUR HERO

In *Marvel Champions*, you'll play your hero in your own way. Each hero comes with their own set of unique cards that can be combined with cards from one of four heroic attributes to create customized decks. You may play Spider-Man as an inspiring leader or as a vigilante in search of justice, or take on the role of She-Hulk as a paragon of protection or as a force of aggression. With Spider-Man, She-Hulk, Iron Man, Black Panther, and Captain Marvel included in the Core Set, there's no shortage of heroes to take on dastardly villains! Keep your eyes out for additional Hero Packs in the coming

months introducing even more heroes to *Marvel Champions: The Card Game*, each with a complete deck ready to play right out of the box!

FIGHT YOUR BATTLES

Of course, getting your deck ready is only half the battle. Once you've selected your hero, you'll be thrown into battle with a villain ready to hatch a nefarious plot! A game of *Marvel Champions* is played over a series of turns split into the two phases.

The first phase, the player phase, sees players using the cards in their hands to thwart a villain's schemes. Every card has a resource cost listed in the upper left corner, and in order to generate those resources, you must discard other cards from your hand. Naturally, choosing which cards to play and which to discard provides a significant strategic choice for your favorite hero. During this phase, you may see Iron Man gathering his gadgets, Black Panther strategically developing his plans, and She-Hulk delivering powerful blows to her foes. If you can completely deplete a villain's hit points and incapacitate them before they complete their scheme, the heroes win the game.

But the player phase is also a time for heroes to recover and investigate. Once per turn, you can swap your hero to their alter ego, playing as Tony Stark, Carol Danvers, and more. Playing as your hero's alter ego gives you new abilities and lets you recover health, but as long as your hero is recovering, they won't be stopping the villains from enacting their schemes.





DEFEAT YOUR FOES

After the players have each taken their turn, the villain gets to act during the second part of the turn, the villain phase. Every villain begins a game with a scheme they're trying to enact. Perhaps Rhino is trying to break into a S.H.I.E.L.D cache, or Klaw is working to get his hands on a batch of illegal weapons. During the villain phase, the villain will take on every hero one-on-one as they work to advance this scheme. If the hero is in their superhero identity, the villain directly attacks them, reducing their hit points—and if the hero loses too many of those hit points, they're eliminated from the fight! But if the hero is in their alter ego form, the villain schemes, placing more threat on their scheme. If enough threat is placed on a scheme, the scheme morphs and changes, eventually leading to heroes losing the game.

The villain also has other tricks up their sleeve that they'll use to make life difficult for the heroes. After the villain activates against each hero, every player draws an encounter card. Every villain has their own personal encounter deck, giving them minions, new equipment, and even new side schemes to act as a ticking clock for the heroes. Heroes may even find their own personal problems popping up in the form of old foes and responsibilities peeking their head in at just the wrong time.

BECOME A CHAMPION

Can you overcome these obstacles and stop the villain's schemes in their tracks? Pick up your *Marvel Champions: The Card Game Core Set* when it releases in the fourth quarter of 2019 and find out!

• • •



CATAN

EXPANSION

SEAFARERS™



CATAN: SEAFARERS GAME EXPANSION

CSI CN3073 \$49.00 | Available Now!

THE STORY OF THE SEAFARERS

Long before the people of Catan settled on the island, they were masters of the sea. They sailed from their homeland to the uninhabited island of Catan, facing the perils of the ocean to build new lives.

As the Catanians expand their communities, tales begin to spread of nearby islands full of resources. Some islands even have gold. This prized commodity is valuable because it can be used to obtain any other resource at a very favorable exchange rate.

The Catanians return to their seafaring roots to seek out these new lands by building ships and establishing trade routes.

A FRIENDLY INTRODUCTION TO CATAN EXPANSIONS

Catan Seafarers was the first of the Catan expansions and still remains a fan favorite. Casual players who are ready to explore new takes on their favorite gameplay should look to this expansion for breadth and variety. Gameplay remains largely the same as the Catan base game. The path to victory lies in clever resource management, trading, and building. In addition to settlements, cities and roads, you'll build ships to place on the sea to allow you to reach the isles beyond Catan.



YARRR! BEWARE THE PIRATE

As you expand your trade routes to the new islands, you'll encounter a new adversary – the pirate! This threat to the high seas steals resources and prevents you from building ships along the sea hex it occupies and hinders your development onward. Much like the robber, your knights from the development cards can drive the pirate away.

MANY OPPORTUNITIES FOR ADVENTURE

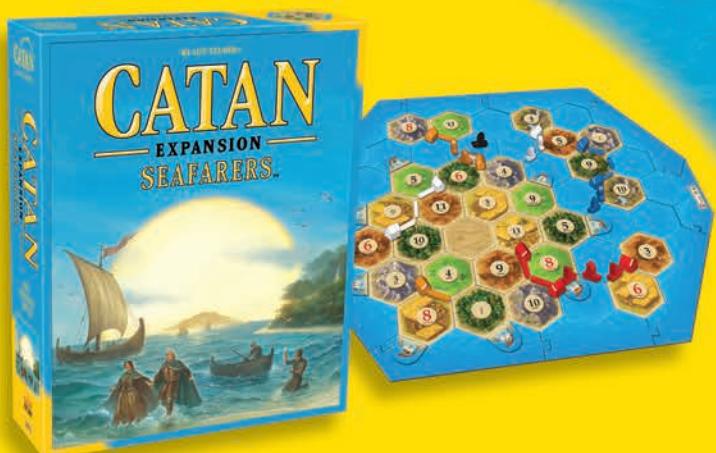
Catan Seafarers includes nine scenarios, eight of which can be linked into one grand campaign. Each scenario has set-up templates for three or four players. Thanks to Catan's signature variable board, you can create your own board arrangements, so the replay value is massive.

DELVE DEEPER INTO THE LEGEND

For more seafaring adventure, check out *Catan Seafarers Scenario: Legend of the Sea Robbers*. This story unfolds over four chapters. While working towards your own victory, you must also work for the common good, and the results from each chapter's game affects the next game.

ABOUT CATAN SEAFARERS

Catan Seafarers is recommended for ages 10 and up. Gameplay takes approximately 60-120 minutes. Seafarers requires the Catan base game to play. A *Seafarers Extension* for 5-6 players is also available. It requires the Catan base game, the *Catan 5-6 Player Extension*, and *Seafarers* to play.



CATAN
catan.com

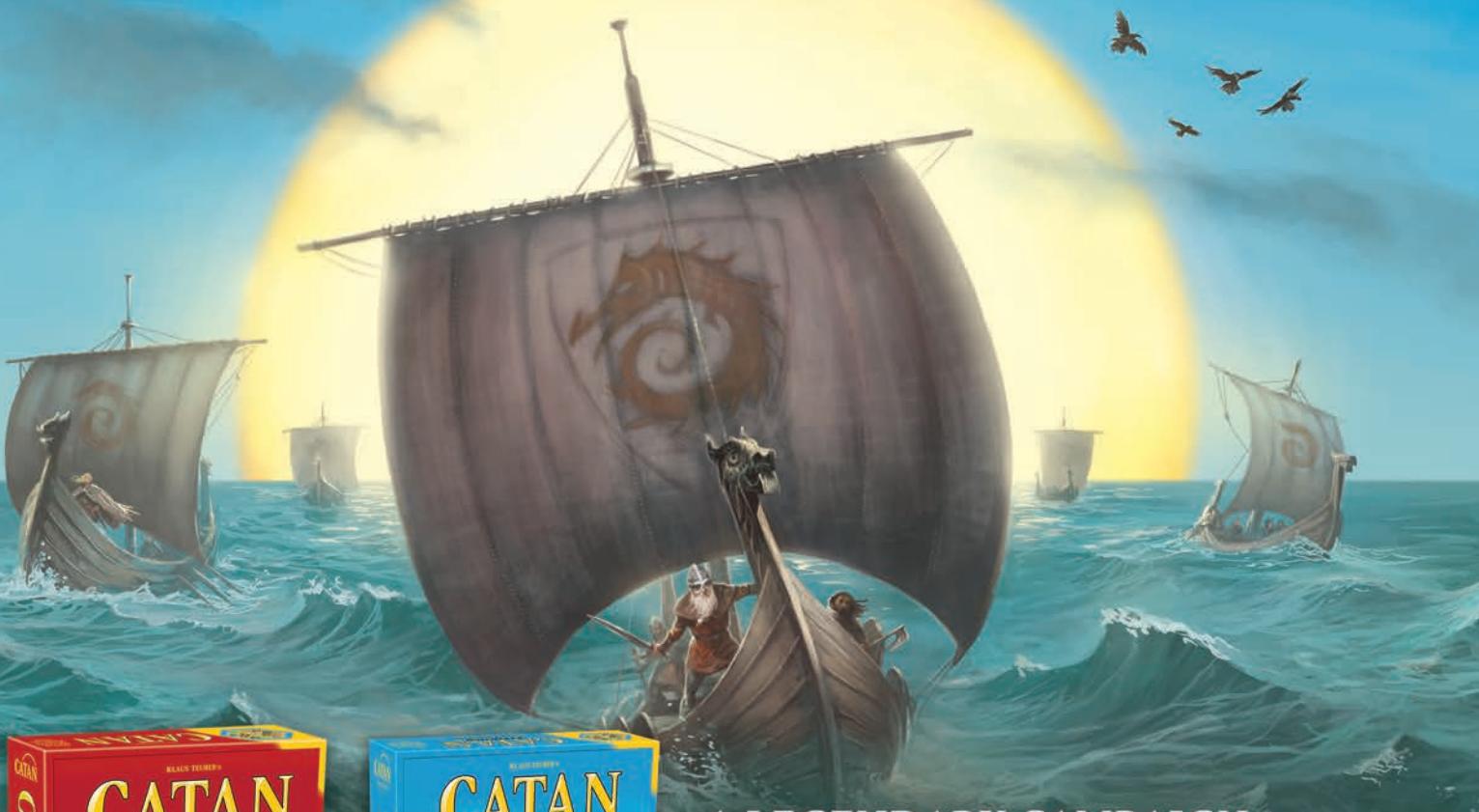
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CATAN

—SEAFARERS SCENARIO—

LEGEND OF THE SEA ROBBERS™



A LEGENDARY CAMPAIGN ON THE HIGH SEAS

The history of Catan comes to life in *Catan: Legend of the Sea Robbers*. Play four linked adventures and explore the early history of Catan.

It's up to you to defend Catan against marauding sea robbers. You can't just build for victory, you must also work for the common good. The result of each scenario changes what happens in the next. Help others throughout the ongoing campaign to ensure your own personal success.

Catan: Legend of the Sea Robbers | CN3173 | \$37.00

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LEGEND OF THE SEA ROBBERS REQUIRES CATAN AND CATAN: SEAFARERS

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wardlings™

SET 4

WIZKIDS



WIZKIDS WARDLINGS: W4 DEVIL

WZK 74069 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 DRAGON

WZK 74070 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 FIRE ORC & FIRE CENTIPEDE

WZK 74071 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 GRYPHON

WZK 74075 \$7.99 | Available October 2019!

A new wave of *Wardlings* figures will be hitting shelves this month! The creation of the *Wardlings* world and its associated miniatures was guided by kids who envisioned a land where the children have the magical abilities and the power to save the world from evil. *Wardlings* are children who are able to tap into magical powers in order to defend the world from evil. As they grow older, these powers fade and their abilities are gone completely by the time they're adults. The magic of childhood and the fight of good versus evil are recurring themes throughout the line, as well as the upcoming RPG, which is currently in development.

The fourth wave of figures, which will be in stores this October, focuses on the Orcs that populate the land and serve as major foes for the *Wardlings*. They are thematically tied to their environment and bring a slew of new challenges for players to encounter. Armed with elemental abilities and weapons, and accompanied by their animal servants, these are sure to be a hit for fans. There are 5 different types of Orcs presented in this wave. They are:

- The Ice Orc, with a frozen axe and snowball launcher, and her ferocious ice worm
- The Fire Orc, with a blazing sword and shield, and his fire centipede
- The Wind Orc, descending from the clouds with bow drawn, accompanied by her hungry vulture
- A gruesome Mud Orc ready to challenge *Wardlings* to a fight with his mud puppy
- The traditional green skinned Orc with his massive battle cleaver and shield

In addition to the Orcs, there are two mythical animals: the Gryphon and Dragon, as well as the tricky Devil figure to round out

WIZKIDS WARDLINGS: W4 ICE ORC & ICE WORM

WZK 74072 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 MUD ORC & MUD PUPPY

WZK 74073 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 ORC

WZK 73793 \$7.99 | Available October 2019!

WIZKIDS WARDLINGS: W4 WIND ORC & VULTURE

WZK 74074 \$7.99 | Available October 2019!

the set. These figures represent characters who have a bit more fluidity within the *Wardlings* game universe. They can serve as companions or allies who seek to help the *Wardlings*, or antagonists who stand in opposition. By focusing on some of the creatures and bad guys that *Wardlings* might encounter in the world, the last two waves of figures have helped to create the feeling of the greater universe the *Wardlings* reside in — a living place with different factions trying to make their ways in the world.

The *Wardlings* line kicked off in early 2018 with half a dozen young adventurer figures and their animal companions. Over time, more and more class figures have been added, and WizKids has begun adding NPC character figures like Orcs, Trolls, and Goblins. The figures are designed to be easily approachable for gamers of all ages. All figures come premium painted, and appeal to younger players and their families while still being appreciable by anyone interested in cool new minis for their table.

Every figure pack, whether a Wardling and their companion animal or a large dragon, is the same price, which makes budgeting significantly easier. The *Wardlings* themselves were designed with inclusivity in mind, with different genders and skin tones available as well as a variety of different class options. The menacing characters such as the Orcs and the Goblins are great looking sculpts that don't include too much gore or terror while unleashing what a great campaign villain looks like on the imagination, and, hopefully, getting more young people excited about the hobby and introducing the love of tabletop gaming to the next generation.

•••



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Overlight is a fantasy roleplaying game of kaleidoscopic journeys: a visceral, dangerous, and brightly-colored setting. Characters will search for personal meaning among a fantastic, sometimes violent, and overwhelming world.

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SAILING UNCHARTED WATERS WITH BERMUDA PIRATES

BERMUDA PIRATES

FOX BPIRATES-BIL \$29.95 | Available Q4 2019!

Bermuda Pirates is a 2-4 player family game with elements of dexterity, memory, trial and error, and pick-up and deliver mechanics. You try to maneuver your boat across the sea and collect treasure. The boat contains a magnet inside, and the game board hides several secret metal discs. If the magnet gets triggered, your turn is over. Sounds easy, right?

SAILING THROUGH STORMY SEAS

Several years ago, I played around with magnets. I quickly put a prototype together and brought it to a local playtest event for game designers. One player would navigate their magnet across the board while listening for directions from other players. But, since I didn't have time to test it myself first it failed miserably, and the game was shelved immediately.

More than a year later, *Bermuda Pirates* became a whole new game. It now had two phases: first, the players took turns placing a metal disc onto the game board until everybody passed. Then in phase two, the last player who placed a disc could now attempt to maneuver a magnet across the board from one edge to the other without triggering the magnet. The playtests worked out well, and I thought it was finally "ready to pitch". It was not.

EXPANDING THE FUN PART

I then tested the game with some of the most experienced game designers in Denmark. I remember Asger Harding Granerud (best known for *Flamme Rouge*) insisting on removing the first phase of the game entirely because it was trivial and time-consuming. Moving the boat was funny and intense. Not placing the discs.

I had to figure out a solution so all players would navigate boats and create some sort of fast random setup system.

The result was four small boards with metal discs in them. If double-sided it would have 192 different configurations: 2 sides x 4 rotations x 4 positions x 3 positions x 2 positions. Players would then shuffle, rotate and flip the boards to make a random configuration in an easy and fast way. After creating the configurations, a traditional game board was placed on top.

PITCHING AT ESSEN

One month before Essen, I booked meetings with publishers and printed a few prototypes. I had been productive and brought six new game ideas that year. I had a good feeling of *Bermuda Pirates*, because almost everyone enjoyed playing it in its latest incarnation.

One of my meetings was with FoxMind Games, who had also published my earlier *Match Madness* game with great success. Foxmind



Games liked *Bermuda Pirates* and we made a verbal agreement on the spot. I knew from Match Madness that they would invest all the time and energy necessary to improve all aspects of the game. *Bermuda Pirates* was a complex game to produce. The strength of magnets, the thickness of gameboard, plastic parts. It had to be done right.

THE IMPORTANCE OF DEVELOPMENT

Besides making the game prettier, FoxMind improved the game experience. One very nice feature that I cannot take credit for, is a small elevated edge on the bottom of the boats. My simple prototype boats had flat bottoms and when the magnet was triggered, the treasure on board would usually fall off, but not very far. With the edge, the boat tipped forward and shot off the treasure. We also had ideas for more components but ended with the buoys that FoxMind also came up with. Maybe we'll see more components in an expansion one day?

After 18 months in the works, the long-awaited *Bermuda Pirates* was launched at Gen Con 2019. The game caught the attention of many attendees and sparked the interest of crowds who didn't know the ingenious design behind the magnetic board. The game is also planned to be released in multiple countries starting in 2020 and I am thrilled to see this original concept on the game tables of many players.

•••

Jeppe Norsker is a Danish game designer living in Copenhagen. He owns a company where he designs learning and hobby games full time. He is the designer of *Match Madness*, another game published by FoxMind.



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STARFINDER

THE STARFINDER RPG GROWS WITH THE

CHARACTER OPERATIONS MANUAL



STARFINDER RPG: CHARACTER OPERATIONS MANUAL HARDCOVER

PZO 7112 \$39.99 | Available November 2019!

The *Starfinder Roleplaying Game* evolved from the first edition of the *Pathfinder Roleplaying Game*, it's set in a potential future *Pathfinder*'s universe, and the worlds share a cosmology and history — but the *Starfinder* creative team has striven from day one to ensure that the *Starfinder* RPG is not just "Pathfinder in space." As a result, we try to avoid describing elements of *Starfinder* in relation to *Pathfinder*.

So with that in mind, what's the best way of describing *Starfinder*'s upcoming new expansion, the *Character Operations Manual*?

Well, it's *Starfinder*'s version of *Pathfinder*'s *Advanced Player's Guide*.

Okay, I know, I know. We just covered not wanting to describe things that way. But sometimes in game design you need to know when to break the rules.

For those not familiar with first edition *Pathfinder*'s *Advanced Player's Guide*, it was the first major hardback supplement to the *Pathfinder* RPG that expanded all aspects of player character options, adding new classes, archetypes, and even combat maneuvers. It was a major step toward making *Pathfinder* distinct from its progenitor games, and it expanded the variety of characters that players could create. The *Advanced Player's Guide* both widened the roles of *Pathfinder*'s existing classes and races, and it offered brand-new roles distinct from any previous style of gameplay.

We wanted a book to serve the same function for *Starfinder*, including helping to make it more distinct from *Pathfinder*. So while the *Character Operations Manual* was inspired by a *Pathfinder* product, it primarily introduces even more *Starfinder*-specific player options that are designed to explore the parts of the universe unique to our game's setting.



The biggest and most obvious part of that expansion is the introduction of three new character classes — the biohacker, the vanguard, and the witchwarper — that have no true counterpart in the *Pathfinder* RPG. These classes all lean heavily on the science-fiction flavor of the *Starfinder* setting, helping both to define the universe and provide new ways for players to interact with it.

Biohackers are experts in altering living systems and things that emulate them, and in using injection weapons to make those changes to friend and foe alike in combat. Vanguards have the power to manipulate entropy — the ways energy enters, leaves, and moves within and between creatures — and they can thus both shrug off horrific damage that would overwhelm other characters and deliver



powerful entropic blows in close combat. Witchwarpers are spellcasters who draw their powers from the interactions between alternate realities, and they can temporarily superimpose some elements of those realities onto their current environment.

These classes are designed to work alongside the classes in the *Starfinder Core Rulebook*, but also to introduce new options for gameplay. The vanguard, for example, doesn't have the solarian's range of offensive options or the soldier's

mastery of all weapons, but the class makes up for a slightly reduced offensive capability by being more durable than any other class, and having options for manipulating the flow of damage throughout the battlefield. There's more than one kind of character you can make with a vanguard, of course, but its rules chassis opens some entirely new playstyle options.



Offering new and unique playstyle options is much of the driving focus of the *Character Operations Manual*. New alternate racial options allow players to take familiar species and give them a twist. Downtime rules codify characters' activities while their starships hurtle through the Drift for weeks at a time. New starship roles allow mastery of magic to directly impact starship combat. Shields give characters that prefer cover during combat at least some benefit of avoiding an open fray.

In short, with the *Character Operations Manual*, we hope that GMs and players will find a whole new set of tools to embark on a galaxy of adventure!

•••

Owen K.C. Stephens is a veteran of the tabletop RPG industry with more than 20 years of experience. In addition to being Paizo's *Starfinder* Design Lead during the creation of the *Character Operations Manual*, he has worked on RPGs as an employee of Wizards of the Coast and Green Ronin; has written for Steve Jackson Games, Kobold Press, Sword and Sorcery Studios, and many other companies; and is currently a producer for Rite Publishing and the owner of Rogue Genius Games.

CITIES SKYLINES

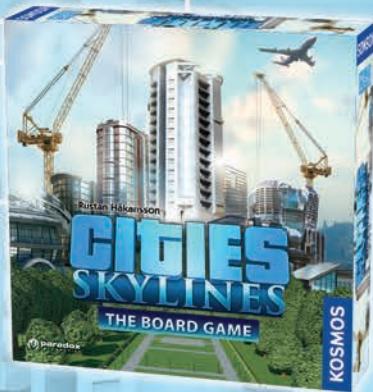
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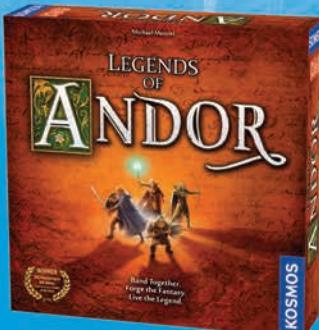
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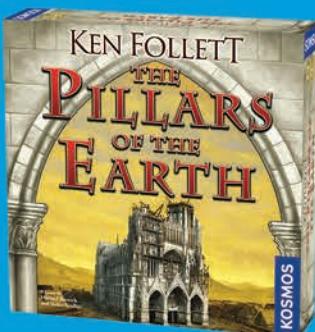
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Letter Jam



LETTER JAM

CGE 00052 \$19.95 | Available October 2019!

You are all sitting in a circle. Everyone has a card in front of them they cannot see. You are scratching your head. This one is a toughie. You have one last clue left and your fellow players desperately need to know what letters they have. But all you can see is C O P S U. So, what good clues could these letters make? COPS is too short, for sure, so you can't offer that. COUPS would use everyone's letters, right, but the girl with U might think it's CORPS, so let's better not confuse her. But now you see it! If you use the wildcard to make up an additional T and use the O twice, there might be something! You grab the rainbow of numbered tokens – this time you'll use seven of them. You put number one in front of the player with O, number two to C and so on. You can't tell others what letter the wildcard stands for, but from looking at other players' cards, everyone soon gives a sigh of relief once they all understand the tokens spell out a clue OCTOPUS.

This is what *Letter Jam* play can be like. This article is about one of the most challenging parts of the development - finding an identity and visuals for the game.



The story started one nice spring evening in 2017. *The Game With Letters* was played over and over again by our testers at our annual testing event. Still, it was a really crude prototype. The cards were just office paper tucked into shield sleeves. All of the letters and numbers on the tokens were written with permanent marker and everyone made notes on what was actually a printed spreadsheet, and yet, testers kept coming and wanting more plays of *The Game With Letters*.

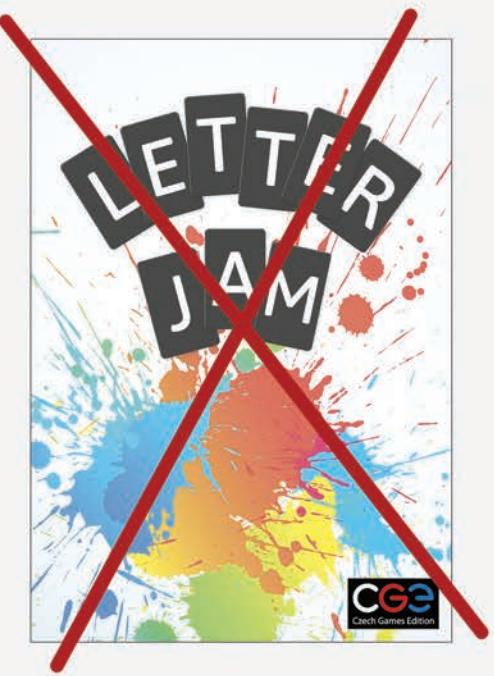
We even started discussing releasing the game! But then, somebody came up and said: "But we need to find some theme and visuals for it, so it's much prettier! For sure we can't call it *The Game With Letters*!" So we sat in a circle, scratching our heads. This one was a tough one, because the game didn't have any theme and whatever we tried to paste on it seemed too silly and pointless.

Letter Jam

The first thing we had was the name. *Letter Jam* was an idea that emerged during the same testing event. The word "jam" has multiple meanings that seem to fit the nature of the game and its cooperative aspect – and also that sometimes you get jammed spectacularly. Testers seemed to love the name, too, but there were some concerns from some of our partners about it, because putting a "letter", "word" or "gram" in the name is an alleged jinx that may somehow make the game less appealing. Some hinted that we should try making up a name that ends with the magic bigram of "LE" and throw in some double consonants. We dedicated quite a lot of time to finding the right alternative. We even discussed some wildly original and exotic ideas like Japanese or Swahili-sounding nonsense words. Still, none of these seemed to capture the nature of the game as well as *Letter Jam* did.

So we decided to make *Letter Jam* stand out from the crowd by other things than the name — for instance we decided we would not go for the classic game-components-spelling-out-the-game-name cover, because how can you tell this game might be something better if it looks like all the other word games?

One of the most important things I really wanted was a box cover that passes the "short simple description" test — you should be able to unmistakably describe a game cover using just a few words so your friend can easily fetch it from your three-walls-spanning collection. This is a criterium I actually made up (shhh) to avoid ending up with an incomprehensible and indescribable mishmash of "stuff" on the cover — a natural but often underperforming result of designing visuals for a theme-less game.



There were many, many ideas and iterations of the box cover. We built upon the name – we tried fruits, trees, jam jars, chip rainbows, you name it. One of the initial ideas we kept coming back to was a strawberry-themed box, because strawberries are one of the magic things that gives everyone strong positive emotions, such as ice cream or a good Wi-Fi signal. It started with an idea of strawberry texture, then we tried putting a small strawberry on white background. Still, we wanted to make it a bit more thematic and connected to the actual game, so we tinkered with the seeds a little bit. Once the first image appeared in the design thread, we immediately knew this was the right way to go. Then we embarked on the Eternal Quest for the Perfect Strawberry and if it weren't for deadlines, we'd still be on it.



As for the game component visuals, we decided to use color scale for the clue tokens so it's easier to make notes and search the table for the right token. The name, naturally, determined these tokens would be fruit-themed. Still, due to the consistency with the minimalist box, we wanted to keep all the other material as unobtrusive as possible. We wanted the game to be clear and uncluttered for everyone, even onlookers. So, we avoided adding things that could make the game look more complex without holding any actual information value.



Since *Letter Jam* is a game where you are not allowed to look at the face of your own cards and you really need to discern between one side and the other, we decided to make one side dark and the other one light and decided to use the same font, style and color for every letter. We went for a dark obverse because the color fits the "secret" you are uncovering and also it helped make the digital code more readable. The card is meant to be scanned by a special smartphone app we developed to generate setups that give a better sense of mystery. As for the reverse, you constantly see many face-down cards throughout the game, so a strong visual motive could easily wear off anyway. That's why we made the reverse just white. We only added the logo and partial varnish features to give a sense of solid production value despite the minimalist design. By the way, you can find another surprise hidden in the deck, if you are observant enough.



In the end, all of the important features — i.e. tokens and obverse side of cards — work as either colored or dark gray focus points while everything less important is white. This is how we put the gameplay and clarity above everything else. We were aware that this purely minimalist approach might have been quite bold and potentially risky move in today's world of eye-candies and beautiful-illustration-heavy games. We believed, however, that people will actually find it functional and rather refreshing. From the first reactions, it seems that the bet has paid off. Granted, it was easier to take the risk when we knew people always enjoyed the game for how it played. Even when it was just called *The Game With Letters* and everything was written with permanent marker.

•••

Letter Jam is an upcoming cooperative word game for 2-6 players designed by Ondra Skoupý and published by CGE. The art was directed by Michaela Zaoralová. With the help from Lukáš Vodička, Dávid Jablonovský, František Sedláček, and Radim Finder Pech, she managed to turn these either too silly or too austere design ideas into something pretty. The game recently received a strong positive reception during its pre-release at Gen Con 2019. It will be available in stores in October.

FOUR FANTASTIC GAMES

FOR FRIENDS & FAMILY UNDER \$25

The holidays are inevitable and now's the perfect time to look for those terrific games that make fantastic gifts for the people in your life, or perfect games to bring along for gatherings with friends and family who may or may not be hobby gamers. Great games don't have to break your budget, and these games prove that point perfectly!

CLIPCUT PARKS (RGS 02047)



The world's first **roll and cut** game is a delightful game where players are asked by the Mayor of a city to help beautify the cityscape with green spaces. With a pair of scissors and a plan, use your snipping talents to clip a park full of dazzling multi-colored features. Every turn, players must make cuts of specific lengths shown on a die they share. With those cuts they must create green spaces, cut into shapes that will fit onto their park cards. Be careful though: if

you cut out a piece from your game sheet and cannot place it, you've got to crumple it up: you cannot use it to build future parks! The first player to complete 5 parks wins, with crumpled pieces (or lack thereof) determining the winner of ties!

With its easy to grasp concept, strategic and tactile gameplay, and the absence of take-that player interaction, *ClipCut Parks* is a delightful game that is sure to please at gatherings or as a gift. And yes, four pairs of safety scissors are included.

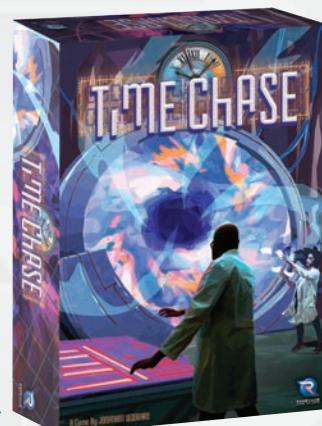
ClipCut Parks plays 1-4 players aged 8+ in 30 minutes and has an MSRP of \$25.

TIME CHASE (RGS 02024)

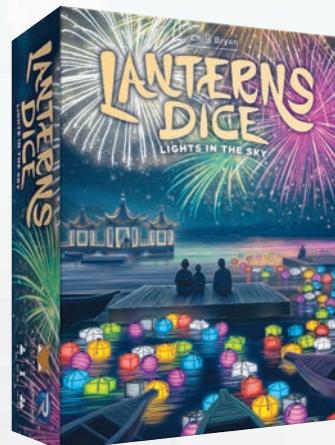
Trick taking games are a fantastic genre of game familiar to many people if they've played games like Bridge, Hearts, Eucher or numerous others. The well-established mechanic is turned on its head in *Time Chase*, though, as players take on the role of scientists who have invented time travel! Vying to be the scientist credited with the discovery of this amazing technology, they're able to go back in time to change time timeline.

This time-hopping game creates a timeline of tricks which players can go back to and change the card they played in the past, or if they go back far enough, change the trump suit. This modern twist on trick-taking gives *Time Chase* a unique game dynamic during gameplay, with players strategically deciding when it is most advantageous to travel back and change the timeline. Out of the box, this game accommodates up to six players with the contents of its small box, packing big fun for a modest price.

Time Chase plays 3-6 players aged 10+ in 30 minutes, and has an MSRP of \$20.



LANTERNS DICE (RGS 00889)



The follow-up to the much-beloved and modern classic *Lanterns*, *Lanterns Dice* brings the theme, aesthetics of its predecessor to the roll-and-write genre. At the behest of the Emperor during the harvest festival, players are tasked with decorating the palace lake with floating lanterns and launching fireworks to impress their patron and his subjects.

Each turn, players roll dice in a molded tray assign colors to each other and themselves, and then must shade in spaces of that color, creating shaded pools. They can

earn special gifts from the emperor allowing them to shade more areas on their sheet. If they skillfully shade in spaces of a particular fireworks shape, they can launch fireworks and earn additional victory points, which are calculated at the end to determine the winner.

Lanterns Dice is easy to pick up and learn, but offers a puzzle-y approach to the roll-and-write genre, making it both delightful to play after a big dinner or to give as a gift.

Lanterns Dice plays 2-4 players aged 10+ in 30-45 minutes, and has an MSRP of \$25.

FOX IN THE FOREST (RGS 00574)

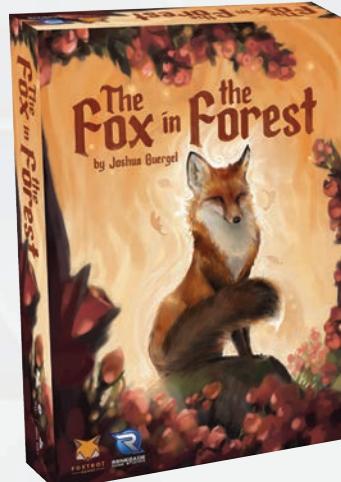
Fox In The Forest is a classic modern game whose popularity has endured over the years since its release. It is a two player trick-taking game, which itself is an anomaly in the genre, and additionally features beautiful art and unique card abilities that create a strategically satisfying gameplay experience.

The two players face off, with each round consisting of 13 tricks. They're trying to win tricks against each other, but not too many, as winning 10 or more tricks nets the player zero points. At the end of the round, players tally their tricks and are provided with points based on their number. The player who reaches 21 points at the end of one of many rounds is the winner.

Fox & The Forest features whimsical fairytale-inspired art, unique card mechanics, and accessible gameplay which makes it a fantastic gift (or alternative to a bottle of wine) to bring along to those holiday get-togethers.

Fox In The Forest plays 2 players aged 10+ in 30 minutes, and has an MSRP of \$15.

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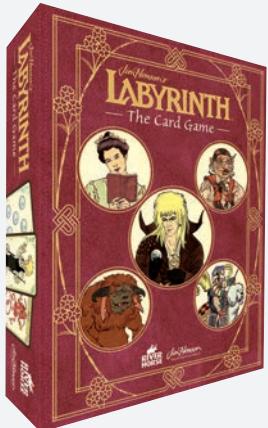
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Each player must choose carefully which cards to play every round - too weak and you will lose the trick, too strong and you will leave yourself open next round. You and your team mate must work together and anticipate each others needs in order to claim mastery over the Labyrinth! Scheduled to ship in November 2019.

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ARCANE TINMEN



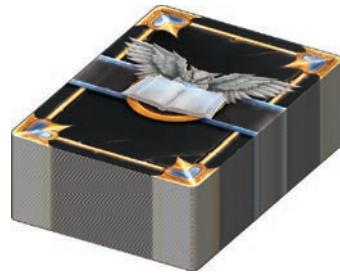
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Dungeontology Custom Sleeves is a special accessory for Dungeontology that will protect and preserve the Trick cards of the game with style! These special sleeves have superior thickness to keep your cards from wearing out, and are customized with the game logo, in 4-color printing. Scheduled to ship in November 2019.

AGS DNSL12-CT \$12.90

SPOTLIGHT ON



DUNGEONOLOGY: THE EXPEDITION

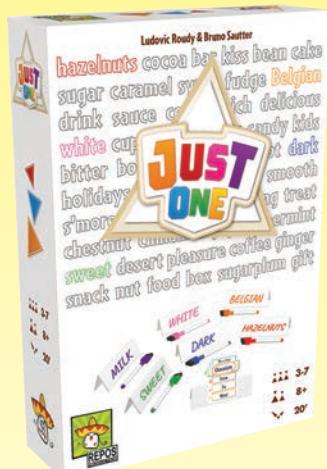
In Dungeontology you will play a Scholar sent from Rocca Civetta University to study unlikely places, populated by mythic races. Dungeontology is an atypical dungeon crawler where the goal is not to free the area from hordes of furious and terrifying monsters, collecting huge stashes of treasure or magical weapons; to the contrary, our heroes' job will be to study habits, take notes and stay undercover. The Scholar who gathers the most or best quality information can discuss their thesis, getting themselves promoted to the role of professor. Scheduled to ship in November 2019.

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ASMODEE EDITIONS



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JUST ONE (NEW BOX)

Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be canceled! Winner of the 2019 Spiel des Jahres (German game of the year award). Scheduled to ship in July 2019.

ASM JOUS01 \$24.99



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GAMES

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FEATURED ITEM

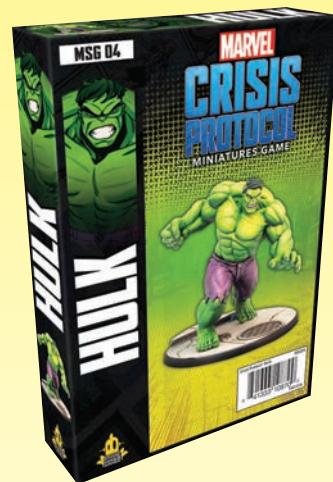


MARVEL: CRISIS PROTOCOL - DICE PACK

This pack contains 10 dice for *Marvel: Crisis Protocol* to supplement those found in the *Marvel: Crisis Protocol Core Set*. Scheduled to ship in November 2019.

ASM CP02EN \$9.95

FEATURED ITEM



MARVEL: CRISIS PROTOCOL - HULK CHARACTER PACK

While the Hulk has been hated and feared for most of his existence, this fact has not stopped him from using his incredible strength for good, both as part of the mighty Avengers and on his own. Scheduled to ship in November 2019.

ASM CP04EN \$34.95

FEATURED ITEM



MARVEL: CRISIS PROTOCOL - MEASUREMENT TOOLS

This pack contains three joined movement tools and four range tools to supplement your games of *Marvel: Crisis Protocol* with an additional set of the movement and range tools found in the *Marvel: Crisis Protocol Core Set*. Scheduled to ship in November 2019.

ASM CP03EN \$19.95

FEATURED ITEM



MARVEL: CRISIS PROTOCOL - MIDTOWN MAYHEM GAME MAT

This package contains an approximately 3' x 3' rubber mat with a slip-resistant bottom. This mat is the ideal companion to the terrain found in the NYC Terrain Pack and perfect for standard-sized games. Scheduled to ship in November 2019.

ASM CA01EN PI

MYSTERY HOUSE



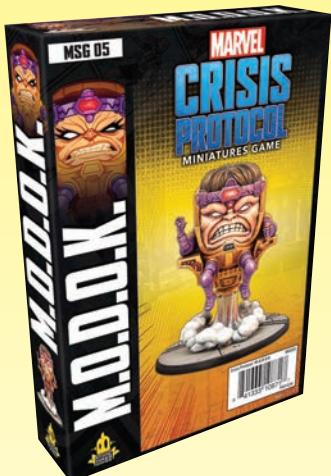
Mystery House | MHS01 | \$39.99

A REAL-TIME, COOPERATIVE GAME OF RIDDLES AND EXPLORATION IN A UNIQUE 3D SETTING! AN APP GUIDES THE ADVENTURE AS PLAYERS EXPLORE THE ESCAPE ROOM AND MYSTERIOUS ENIGMA CARDS.





FEATURED ITEM



MARVEL: CRISIS PROTOCOL - M.O.D.O.K. CHARACTER PACK

A.I.M. scientist George Tarleton had the dubious distinction of being chosen as the subject for a procedure which would transform him into a unique, bio-engineered living computer. Scheduled to ship in November 2019.

ASM CP05EN \$34.95

FEATURED ITEM

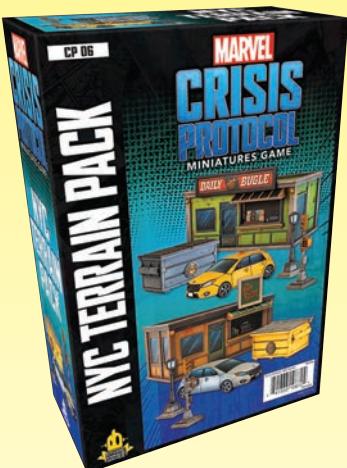


MYSTERY HOUSE

A new way to experience the thrill of an escape room directly at your home, a perfect mix of tradition and technology. Scheduled to ship in November 2019.

ASM MHS01 \$39.99

FEATURED ITEM



MARVEL: CRISIS PROTOCOL - NYC TERRAIN PACK

This pack includes a host of highly detailed miniature terrain so that you can create the perfect urban landscape for your superpowered showdowns right in the heart of downtown. Scheduled to ship in November 2019.

ASM CP06EN \$34.95

FEATURED ITEM

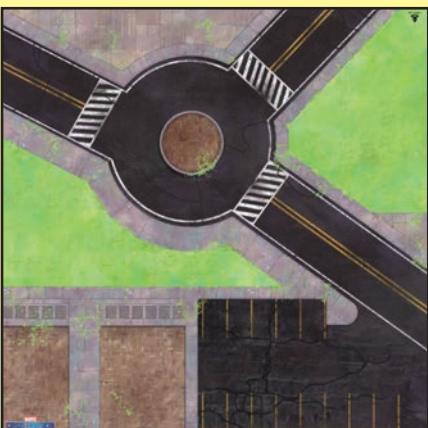


WESTERN LEGENDS

Western Legends is an open-world sandbox tabletop adventure for 2-6 players set in the American Wild West. Players assume the roles of historical figures of the era, earning their legendary status in a variety of ways: gamble, drive cattle, prospect for gold, rob the bank, fight bandits, pursue stories, become an outlaw, keep the peace. The possibilities are darn near endless. Scheduled to ship in September 2019.

ASM WLBO1 \$74.99

FEATURED ITEM



MARVEL: CRISIS PROTOCOL - ROUNDABOUT KNOCKOUT GAME MAT

This package contains an approximately 3' x 3' rubber mat with a slip-resistant bottom. This mat is the ideal companion to the terrain found in the NYC Terrain Pack and perfect for standard-sized games. Scheduled to ship in November 2019.

ASM CA02EN PI

THE ARMY PAINTER

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS PIGMENTS

OFFERED AGAIN



O/A ADVENTURERS PAINT SET
TAP 75001 \$24.99



O/A MARVELOUS BRUSH SET
TAP 75003 \$9.99



GAMES

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**O/A MONSTER PAINT SET**

TAP 75002 \$79.99

**O/A UNDERDARK PAINT EXPANSION SET**

TAP 75004 \$24.99

BEZIER GAMES**SILVER: BULLET**

Guaranteed to stop Werewolves. Your village is overrun with werewolves, and you're the only one who can stop them. Because you've got a secret weapon...Silver. Silver Bullet is a quick, thrilling card game that you can learn in minutes. Use your residents' special abilities and your superior tactics to reduce the werewolf population more than your neighbors and then call for a vote; the player with the fewest werewolves wins! Scheduled to ship in November 2019.

BEZ SLVB \$24.95

BANDAI**SPOTLIGHT ON****DRAGON BALL SUPER BOOSTER 9 DISPLAY (24)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2509848 \$95.76

**DRAGON BALL SUPER EXPERT STARTER 3 DISPLAY (6)**

Scheduled to ship in February 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2509852 \$95.94

**DRAGON BALL SUPER STARTER 11 DISPLAY (6)**

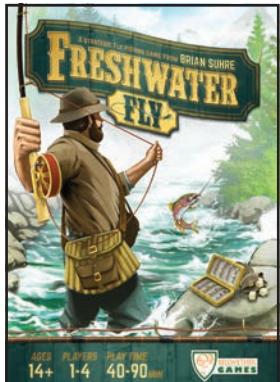
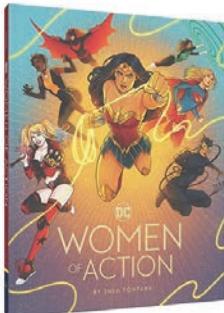
Scheduled to ship in February 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2509851 \$71.94

BELLWEATHER GAMES**FRESHWATER FLY**

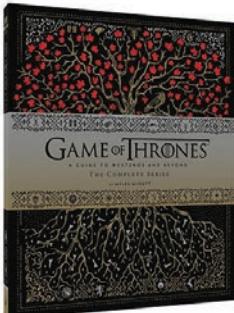
Select actions rondel-style with a reel that spins in this puzzle quest to score the best combos. A highly thematic dice-drafting fly fishing board game for 1-4 players with campaign-style solo adventure mode. Scheduled to ship in November 2019.

BWR 0811 \$49.99

**CHRONICLE BOOKS****DC: WOMEN OF ACTION**

For decades, Super Heroes have inspired us to reach new heights, find strength in adversity, and access our inner power. This gorgeously illustrated collection tracks this progress, profiling the fiercest, strongest, and most independent female Super Heroes and Super-Villains in the DC Universe, along with the real-life women integral to their development. Featuring Wonder Woman, Lois Lane, Batgirl, Bumblebee, Hawkgirl, Black Canary, Amanda Waller, and many more, this lush volume is a vivid celebration of the amazing, inspirational women of DC. Scheduled to ship in November 2019.

CHR 3948 \$29.95

**GAME OF THRONES: A GUIDE TO WESTEROS AND BEYOND, THE COMPLETE SERIES**

Covering all eight seasons, this remarkable volume offers a unique and exciting visual exploration of the world of Game of Thrones. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Filled with bold infographics, illuminating timelines, stunning photography and insightful essays and timed to release the holiday season after the show ends, this definitive guide is a must-have companion for every Game of Thrones fan. Scheduled to ship in November 2019.

CHR 7321 \$50.00

COOLMINIORNOT**A SONG OF ICE & FIRE TABLETOP MINIATURES GAME**

Scheduled to ship in November 2019.

**BARATHEON CHAMPIONS OF THE STAG UNIT BOX**

The *Champions of the Stag* unit for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Baratheon commanders a heavy cavalry option for their forces.

COL SIF804 \$29.99



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FEATURED ITEM

MAMMATER'S BLADE
If this attack targets an enemy that has not activated this round, that enemy becomes Weakened.

PARRY
When this unit is attacked with melee, for each Attack Die roll of 1, the attacker suffers 1 Wound.

BLOODY MUMMER SKIRMISHERS

Despite their outrageous appearance, the Bloody Mummers remain a fearsome unit of skirmishers, noted for their cruelty, if not for their combat prowess. They're loyal to coin above all, but meet their price and their ranks will fill the heavier roles in their command. The Skirmishers are lightly armed and armored, granting them the mobility needed for rapid flanking, though they should be protected from direct charges or a corner role.

BLOODY MUMMER SKIRMISHERS UNIT BOX

The Bloody Mummer Skirmishers unit box for the *A Song of Ice and Fire: Tabletop Miniatures Game* brings a dedicated melee unit to commander's armies.

COL SIF508.....\$29.99



FEATURED ITEM

CAVALRY
Each model in this unit has 3 Wounds.
At the start of this unit's activation, it may make a free Maneuver action.

MOTLEY ARMAMENTS
If attacking an enemy in the Flank or Rear, that enemy becomes Weakened.

DISRUPTION TACTICS
While this unit is active, if an enemy in the Flank or Rear, that enemy cannot use Orders or be the target of friendly Tactics Cards.

BLOODY MUMMER ZORSE RIDERS

Never lacking for outrageous style, Bloody Mummer cavalry ride Zorses into battle. These unusual beasts originate on Essos, where striped and spotted ones were raised to create the species. Zorses can survive on little food and water for extended periods, but remain as swift as their westeros counterparts. Zorse Riders fit a distinct niche in the Free Folk Mummer ranks, flanking and charging pinned units and exposing archers.

BLOODY MUMMER ZORSE RIDERS UNIT BOX

The Bloody Mummer Zorse Riders Unit Box for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives commanders a bright new cavalry unit to use in combat.

COL SIF509.....\$29.99



FEATURED ITEM

Two models are shown: a Skinchanger standing and holding a small child-like figure, and a Skinchanger standing in a more dynamic pose.

FREE FOLK SKINCHANGERS UNIT BOX

The Skinchangers Unit Box for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Free Folk commanders a new option for their armies.

COL SIF402.....\$29.99



FEATURED ITEM

Three unpainted resin miniatures are shown: a standing man with a sword, a hooded figure, and a seated man in a chair.

NEUTRAL HEROES II

During times of strife, there are those that don't simply stand behind a single banner but will move from force to force looking to either make some coin or simply follow their own paths and desires.

COL SIF510.....\$29.99



FEATURED ITEM

**NIGHT'S WATCH BUILDER CROSSBOWMEN UNIT BOX**

The Builder Crossbowmen Unit Box gives Night's Watch commanders a dedicated ranged unit for their forces.

COL SIF304.....\$29.99



FEATURED ITEM

Four unpainted resin miniatures are shown: a standing Night's Watcher with a sword, a Night's Watcher on a large stag mount, and two smaller figures.

NIGHT'S WATCH HEROES BOX II

Night's Watch Heroes II box gives Night's Watch players a whole host of new options for their forces.

COL SIF310.....\$29.99



FEATURED ITEM



STORMCROW ARCHERS UNIT BOX

The *Stormcrow Archers Unit Box* gives commanders a dedicated ranged attack unit for their forces.
COL SIF512.....\$29.99



FEATURED ITEM



STORMCROW DERVISHES UNIT BOX

The *Stormcrow Dervishes Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives commanders a new melee unit that they can add to their ranks.
COL SIF513.....\$29.99



FEATURED ITEM



STORMCROW MERCENARIES UNIT BOX

The *Stormcrow Mercenaries Unit Box* gives commanders a new option on the battlefield.
COL SIF511.....\$29.99



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- Microfiber cloth
- Neoprene mats
- Pen and pencil
- Baked goods
- Candies
- Plastics makers
- Wood boxes
- Leather goods
- Wood items
- Umbrellas
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GAMES

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CTHULHU: DEATH MAY DIE

Scheduled to ship in November 2019.

FEATURED ITEM**CTHULHU: DEATH MAY DIE**

In *Cthulhu: Death May Die*, inspired by the writings of H.P. Lovecraft, you and your fellow players represent investigators in the 1920s who instead of trying to stop the coming of Elder Gods, want to summon those otherworldly beings so that you can put a stop to them permanently.

COL DMD001 \$99.99

**BLACK GOAT OF THE WOODS EXPANSION**

The *Black Goat of the Woods* expansion for *Cthulhu: Death May Die* brings another Elder One to the game.

COL DMD003 \$24.99

FEATURED ITEM**EXTRA DICE**

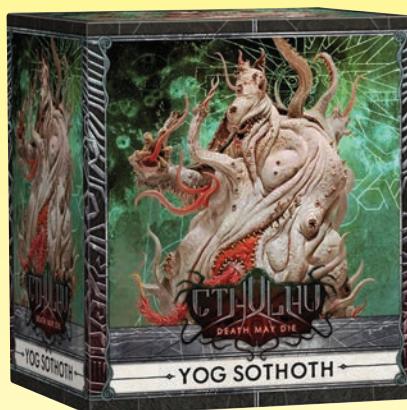
The Extra Dice Pack for *Cthulhu: Death May Die* gives players a full extra dice set for their games.

COL DMD005 \$9.99

FEATURED ITEM**SEASON 2 EXPANSION**

The Season 2 expansion for *Cthulhu: Death May Die* offers players a whole host of new content for their games.

COL DMD002 \$64.99

FEATURED ITEM**YOG SOTHOTH EXPANSION**

The *Elder Box: Yog Sothoth* introduces a new Elder One to games of *Cthulhu: Death May Die*.

COL DMD004 \$24.99

FEATURED ITEM**ZOMBIKIDE: ZOMBIVORS - ULTIMATE SURVIVORS #2**

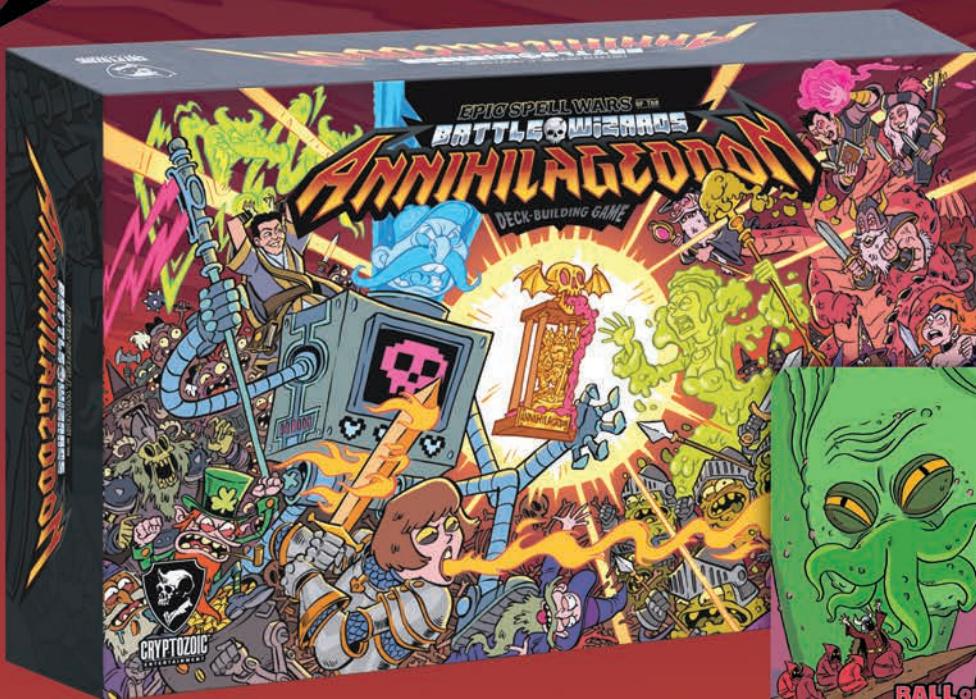
Ultimate Survivors #2 features veteran Survivors, with their miniatures and ID Cards. Some Skills evolved to turn your heroes into war machines! All of them have a free additional Skill at Blue Level. So, they engage the *Zombicide* with two Skills instead of one!

COL GUG090 \$39.99

EPIC SPELL WARS OF THE
BATTLEWIZARDS



WARNING
CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY



It's an all-out battle to the death for the Annihilageddon trophy in the crazy world of *Epic Spell Wars*™! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem ... literally.

Mayhem Events, Familiars, Legends, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an *Epic Spell Wars* experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh.

- The *Epic Spell Wars* world you love, now in deck-building form!
- Mercilessly attack your foes and kill them over, and over, ah-and over!
- Take advantage of your Wizard's special ability tile and Familiar card that only you can buy!

MSRP \$40

Release Date: AVAILABLE NOW!

2-5 Players

Ages 17+

60 mins



www.cryptozoic.com

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© 2019 Cryptozoic Entertainment. All Rights Reserved.

CORVUS BELL**ARISTEIA!**

Scheduled to ship in October 2019.

ARISTEIA!**8-BALL, GREENSKIN ONI**

CBV CBARI42 PI

ADVANCED TACTICS DECK 1

CBV CBARI38 \$11.99

ADVANCED TACTICS DECK 2

CBV CBARI39 \$11.99

ADVANCED TACTICS DECK 3

CBV CBARI40 \$11.99

ADVANCED TACTICS DECK 4

CBV CBARI41 \$11.99

SAIF TRADERS COLISEUM

CBV CBARI37 \$23.99

INFINITY

Scheduled to ship in October 2019.

**CORVUS BELL
INFINITY****COMBINED ARMY SHASVASTII****CADMUS (HACKER)**

CBV 280696-0795 PI

HAQQISLAM NAHAB**AEROMOBILE TEAM**

CBV 281404-0788 PI

NA2 SOLDIERS OF FORTUNE

CBV 280741-0794 PI

**YU JING TAI SHENG,
ZUYONG INVINCIBLES NCO
(BREAKER RIFLE)**

CBV 281310-0793 PI

**CZECH GAMES
EDITIONS****LETTER JAM**

Letter Jam is a cooperative game for 2 to 6 players. In each round, every player has a letter that everyone else can see. But no one can see their own letter! Scheduled to ship in October 2019.

CGE 00052 \$19.95

**THROUGH THE AGES:
NEW LEADERS &****WONDERS EXPANSION**

This is your chance to make history! Throughout time there have been courageous women and imaginative men who changed history, and whose legacy we carry with us to this day. Some of those men and women, along with some of their most wondrous creations, are now joining the new and long awaited *Through the Ages* expansion. *The New Leaders and Wonders* expansion brings exciting new content to the base game, adding leaders, wonders, and military cards so you can change the flow of history and build even greater civilizations! Scheduled to ship in November 2019.

CGE 00056 \$24.95

DECISION GAMES**MODERN WAR #46: FOREIGN
LEGION PARATROOPER**

Foreign Legion Paratrooper is a solitaire wargame. The player controls the French forces. The game system controls various Opposition Forces (OPFOR). The game is played in missions (or scenarios). You can link the various missions into a larger campaign game. It is recommended that you first play a couple of games before playing a campaign game. Scheduled to ship in February 2020.

DCG MW46 \$39.99

**STRATEGY & TACTICS
QUARTERLY #9:
AMERICAN REVOLUTION**

Britain was the superpower of the day in the last half of the eighteenth century. The British citizens of North America resented what they saw as the heavy hand of the mother country. In just a few years petitions turned to violence and finally to rebellion. The combination of great distance and colonial determination blunted British efforts, and the rebellion grew into a long war. Patrick S. Baker examines the course of this war in great detail to explain how a contest seemingly so one-sided could reach its unexpected end. Scheduled to ship in February 2020.

DCG STQ9 \$14.99

**WORLD AT WAR #70:
GREAT PACIFIC WAR**

Great Pacific War is a solitaire game of the hypothetical campaigns fought between the United States and Japan in the Pacific Theater of Operations sometime in the 1920's or 1930's. This would have been a combined naval-air-land campaign, in which all elements of military power were utilized. The game system shows the effects of various operations over the course of a scenario. Players conduct actions that encompass discrete combat, logistical, intelligence and other operations. Scheduled to ship in December 2019.

DCG WAW-70 \$39.99

DEVIOUS WEASEL



Shadows of Malice®
a cooperative game of epic fantasy
revised second printing

FANTASY FLIGHT GAMES

FEATURED ITEM



**ARKHAM HORROR:
FINAL HOUR**
 In this cooperative, fast-paced board game for one to four players, you arrived too late to stop the loathsome rite, and a monstrous Ancient One tears through reality, heralding the nightmarish creatures that pour into the Miskatonic University campus. Scheduled to ship in November 2019.
 FFG AFH01 \$39.95

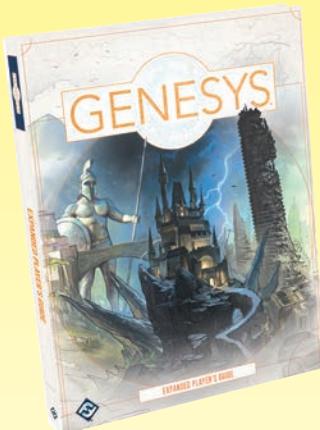
FEATURED ITEM



**ARKHAM HORROR LCG:
THE SEARCH FOR
KADATH MYTHOS PACK**
 Journey across the dreamlands in *The Search for Kadath*, the first Mythos Pack in the Dream-Eaters cycle for *Arkham Horror: The Card Game*! Scheduled to ship in November 2019.
 FFG AHC39 \$14.95



FEATURED ITEM



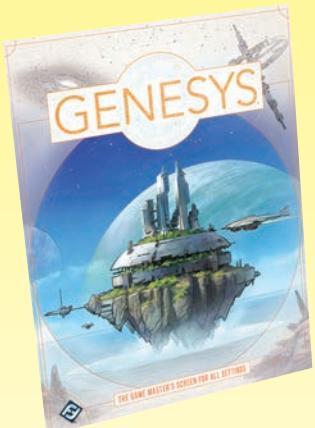
GENESYS RPG: EXPANDED PLAYER'S GUIDE HARDCOVER

The Expanded Players Guide contains a wealth of knowledge for players eager to equip their characters with interesting new gear, vehicles, and spells and Game Masters designing their own settings. Scheduled to ship in November 2019.

FFG GNS11 \$29.95



FEATURED ITEM



GENESYS RPG: GAME MASTER'S SCREEN

Speed up your adventures, hide your notes, and impress your players with the Genesys Game Masters Screen! Scheduled to ship in November 2019.

FFG GNS10 \$14.95



FEATURED ITEM



KEYFORGE: PLAYMATS

This 24x14 mat provides the perfect play surface to protect your cards from stains and spills, keeping the focus on your adventures in the Crucible. Scheduled to ship in November 2019.

BERSERKER SLAM FFG KFS18 PI

CHAIN GANG FFG KFS22 PI

MALISON FFG KFS19 PI

PHILOPHOSAURUS FFG KFS21 PI

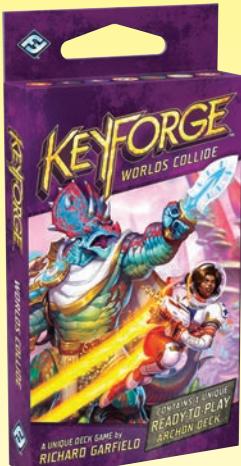
TACTICAL OFFICER MOON FFG KFS23 PI

TITAN GUARDIAN FFG KFS20 PI

XENOS BLOODSHADOW FFG KFS24 PI



FEATURED ITEM



KEYFORGE: WORLDS COLLIDE

The Crucible is about to be shaken up in *Worlds Collide*, the third set for KeyForge! Scheduled to ship in November 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

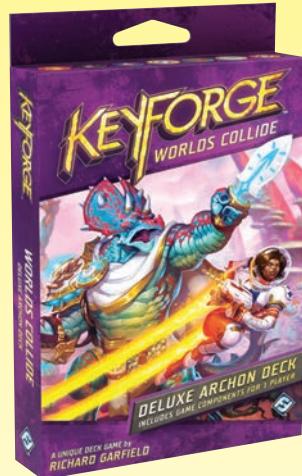
DECK

FFG KF05-S \$9.95

DECK DISPLAY (12)

FFG KF05-D \$119.40

FEATURED ITEM



KEYFORGE: WORLDS COLLIDE DELUXE ARCHON DECK

If you are ready to join the fray, the *KeyForge: Worlds Collide* Deluxe Archon Deck is the perfect first step for your exploration of the Crucible. Scheduled to ship in November 2019.

FFG KF06 \$14.95

FEATURED ITEM



KEYFORGE: WORLDS COLLIDE PREMIUM BOX

Complete with two unique *Worlds Collide* Archon Decks, five tuckboxes designed for sleeved decks, a chain dial, a collection of tokens and a box to house them, and vibrant stickers to display your support for any of the nine KeyForge Houses, you'll be ready to jump into the Crucible with style! Scheduled to ship in November 2019.

FFG KF08 \$39.95

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FEATURED ITEM



KEYFORGE: WORLDS COLLIDE TWO-PLAYER STARTER SET

The KeyForge: Worlds Collide Two-Player Starter Set provides you with all the tools you need to either begin or expand your adventures on the Crucible, including two unique Worlds Collide Archon Decks, a Quickstart Rulebook, two poster playmats, and all the keys, tokens, and chain trackers you and your opponent need to start playing! Scheduled to ship in November 2019.

FFG KF07 \$24.95

FEATURED ITEM

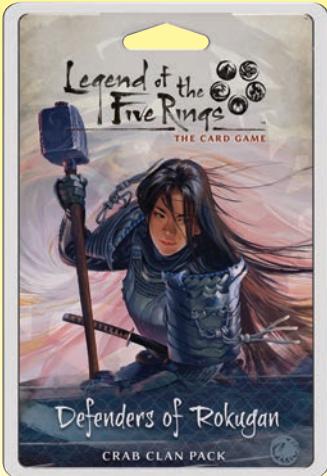


LEGEND OF THE FIVE RINGS RPG: SINS OF REGRET

Escape the ghosts of the past in the *Sins of Regret* adventure for the *Legend of the Five Rings Roleplaying Game*! Scheduled to ship in November 2019.

FFG L5R11 \$19.95

FEATURED ITEM



LEGEND OF THE FIVE RINGS LCG: DEFENDERS OF ROKUGAN - CRAB CLAN PACK

Defenders of Rokugan includes 78 new cards (3 copies each of 23 different cards and 1 copy each of 9 different cards) mostly focusing on the Crab Clan and their role as protectors of the Emerald Empire from the deadly southern Shadowlands. Scheduled to ship in November 2019.

FFG L5C26 \$19.95

FEATURED ITEM

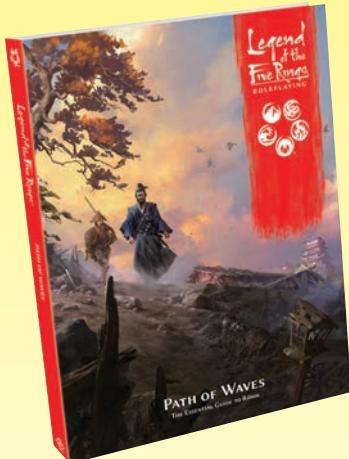


MARVEL CHAMPIONS LCG: 1-4 PLAYER GAME MAT

This 26 x 26 slip-resistant game mat gives you plenty of space for your heros deck, identity card, upgrades, supports, and more while also providing clearly marked areas to setup the scenario! Scheduled to ship in November 2019.

FFG MS01EN PI

FEATURED ITEM



LEGEND OF THE FIVE RINGS RPG: PATH OF WAVES HARDCOVER

This 256-page setting guide takes you to the forgotten heart of the Emerald Empire where masterless ronin, foreign gaijin, and others who don't fit neatly into the grand design of the divine hierarchy struggle in tales of camaraderie, redemption, and revenge. Scheduled to ship in November 2019.

FFG L5R10 \$49.95

FEATURED ITEM



MARVEL CHAMPIONS LCG: GAME MATS

This 24 x 12 slip-resistant game mat gives you plenty of space for your heros deck, identity card, upgrades, supports, and more while showing off beautiful art! Scheduled to ship in November 2019.

BLACK PANTHER FFG MS04EN PI

CAPTAIN MARVEL FFG MS06EN PI

IRON MAN FFG MS05EN PI

SHE-HULK FFG MS03EN PI

SPIDER-MAN FFG MS02EN PI

GENESYS™

EXTENDED PLAYER'S GUIDE

Boundless
Opportunities

GNS11 \$29.95

FANTASYFLIGHTGAMES.COM

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FEATURED ITEM



MARVEL CHAMPIONS LCG: CORE SET

Marvel Champions: The Card Game is a cooperative Living Card Game that sees players embody Marvel heroes battling to thwart the schemes of dastardly villains. Scheduled to ship in November 2019.

FFG MC01EN \$59.95

© 2019 Marvel

FEATURED ITEM



STAR WARS ARMADA: ONAGER-CLASS STAR DESTROYER EXPANSION PACK

The Onager-class Star Destroyer is a specialized platform for some of the Empire's most dangerous weaponry. Scheduled to ship in November 2019.

FFG SWM33 \$59.95

© & ™ Lucasfilm, Ltd.

FEATURED ITEM



MARVEL CHAMPIONS LCG: THE GREEN GOBLIN SCENARIO PACK

This 78-card pack introduces two new scenarios showcasing the devious Norman Osborn and his sadistic persona, the Green Goblin. Scheduled to ship in November 2019.

FFG MC02EN \$19.95

© 2019 Marvel

STAR WARS: LEGION - AAT TRADE FEDERATION BATTLE TANK UNIT EXPANSION

The AAT Trade Federation battle tank is a hard-hitting vehicle favored by Separatist commanders like Lok Durd. Scheduled to ship in November 2019.

FFG SWL64 \$59.95



© & ™ Lucasfilm, Ltd.

FEATURED ITEM



STAR WARS: LEGION - B1 BATTLE DROIDS UPGRADE EXPANSION

The B1 Battle Droids Upgrade Expansion contains four unpainted, finely sculpted B1 Battle Droids miniatures on frames to enhance your existing B1 Battle Droid units. Additionally, new heavy weapon and personnel upgrade cards offer even more ways to use them in battle. Scheduled to ship in November 2019.

FFG SWL54 \$19.95

© & ™ Lucasfilm, Ltd.

FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS ARMADA: NADIRI STARHAWK EXPANSION PACK

The Starhawk-class Battleship was the first capital ship commissioned by the nascent New Republic Defense Fleet after the Battle of Endor. Scheduled to ship in November 2019.

FFG SWM32 \$79.95

STAR WARS: LEGION - B2 SUPER BATTLE DROIDS UNIT EXPANSION

B2 Super Battle Droids are the hulking, brutal cousins of the wiry B1-series battle droids of the Separatist army. Scheduled to ship in November 2019.

FFG SWL62 \$34.95



© & ™ Lucasfilm, Ltd.



KF07 | \$24.95

KF06 | \$14.95

KF05a | \$9.95

KF08 | \$39.95

The Crucible is about to be shaken in *Worlds Collide*, the third set of KeyForge! In this continuation of the world's first Unique Deck Game, two brand-new Houses enter the fray as 284 new cards are seamlessly integrated into the existing card pool. Complete with new keywords and styles of play, you will find the Crucible reborn with a thrilling array of Archon Decks for you to discover, explore, and master!

FANTASYFLIGHTGAMES.COM/KEYFORGE

© 2019 Fantasy Flight Games. KeyForge, the Unique Game logo, and the FFG logo are TM® of Fantasy Flight Games.





FEATURED ITEM

**STAR WARS: LEGION - CLONE CAPTAIN REX COMMANDER EXPANSION**

Clone Captain Rex viewed military service as an honor, and his loyalty to the Republic and his Jedi Generals was absolute. Scheduled to ship in November 2019.

FFG SWL46 \$12.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM

**STAR WARS: LEGION - COUNT DOOKU COMMANDER EXPANSION**

While much of the galaxy knows him as the Separatist Alliance's Head of State, Count Dooku serves a more sinister purpose in the Clone Wars. Scheduled to ship in November 2019.

FFG SWL45 \$12.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS: LEGION - IMPERIAL BUNKER BATTLEFIELD EXPANSION

Whether protecting what lies within, or fighting to extract vital information, any battle fought over a bunker could stand as a turning point in the war and now one of these bunkers can become a fabric of the battlefield itself. Scheduled to ship in November 2019.

FFG SWL58 \$74.95



FEATURED ITEM

**STAR WARS: LEGION - IMPERIAL STORMTROOPERS UPGRADE EXPANSION**

This expansion for Star Wars: Legion contains four unpainted and finely sculpted soft plastic Stormtrooper miniatures to enhance your existing Stormtrooper units or to form one corps unit, along with new heavy weapon and personnel upgrade options. Scheduled to ship in November 2019.

FFG SWL52 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM

**STAR WARS: LEGION - PHASE I CLONE TROOPERS UPGRADE EXPANSION**

The Phase I Clone Troopers Upgrade Expansion contains four unpainted, finely sculpted soft plastic Phase I Clone Trooper miniatures to enhance your existing Phase I Clone Trooper units or to form one corps unit, along with new personnel and heavy weapon upgrade options. Scheduled to ship in November 2019.

FFG SWL55 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM

**STAR WARS: LEGION - PHASE II CLONE TROOPERS UNIT EXPANSION**

Expand your Republic armies with the Phase II Clone Troopers Unit Expansion for Star Wars: Legion! Scheduled to ship in November 2019.

FFG SWL61 \$34.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



STAR WARS: LEGION - REBEL TROOPERS UPGRADE EXPANSION

This expansion for Star Wars: Legion contains four unpainted, finely sculpted soft plastic Rebel Trooper miniatures to enhance your existing Rebel Trooper units or to form one corps unit, along with new heavy weapon and personnel upgrade options. Scheduled to ship in November 2019.

FFG SWL53 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - FULLY LOADED DEVICES PACK

Set the timer and brace for detonation with the Fully Loaded Devices Pack for Star Wars: X-Wing! Scheduled to ship in November 2019.

FFG SWZ65 \$14.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS: LEGION - TX-130 SABER-CLASS FIGHTER TANK UNIT EXPANSION

A light repulsor tank designed with the tactical flexibility of a starfighter, the TX-130 Saber-class fighter tank is agile and swift, making it an ideal match for the heightened acuity of Jedi generals like Aayla Secura or Plo Koon. Scheduled to ship in November 2019.

FFG SWL63 \$59.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - HOTSHOTS AND ACES REINFORCEMENTS PACK

Enhance your squadron options and launch new pilots with the Hotshots and Aces Reinforcements Pack for Star Wars: X-Wing! Scheduled to ship in November 2019.

FFG SWZ66 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - FIREBALL EXPANSION PACK

A labor of love to the crew of Jarek Yeagers garage, the Fireball is a highly combustible, scratch-built racing ship. Scheduled to ship in November 2019.

FFG SWZ63 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS X-WING: 2ND EDITION - HOUND'S TOOTH EXPANSION PACK

The reptilian bounty hunter Bossk is as tenacious as he is notorious, pursuing his targets doggedly in his customized YV-666 light freighter, the Hounds Tooth, or launching his Z-95-AF4 Headhunter to engage other starfighters up-close and personal. Scheduled to ship in November 2019.

FFG SWZ58 \$49.95



FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - IMPERIAL RAIDER EXPANSION PACK

Within this expansion, you'll find everything you need to add a Raider-class Corvette to either your Galactic Empire or First Order squadrons, including two ship cards and variety of upgrade cards inviting you to outfit your ship with Commands, Teams, Cargo, and potent Hardpoints. Scheduled to ship in November 2019.

FFG SWZ54 \$99.95

FEATURED ITEM



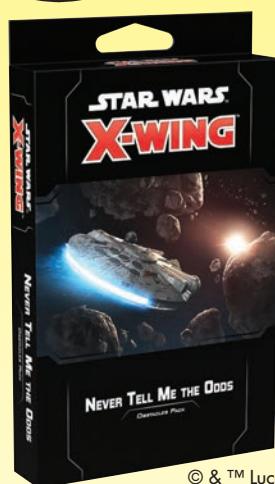
© & ™ Lucasfilm, Ltd.

STAR WARS X-WING: 2ND EDITION - MAJOR VONREG'S TIE EXPANSION PACK

Add a cutting-edge fighter to your First Order squadrons with the Major Vonreg's Tie Expansion Pack for Star Wars: X-Wing! Scheduled to ship in November 2019.

FFG SWZ62 \$19.95

FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS X-WING: 2ND EDITION - NEVER TELL ME THE ODDS OBSTACLES PACK

In the vast depths of space, one can find countless wonders - comets with icy trails, nebulas filled with ionizing gas, or even living creatures, like mynocks, hiding within wreckage. Scheduled to ship in November 2019.

FFG SWZ64 \$14.95

FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS X-WING: 2ND EDITION - RZ-1 A-WING EXPANSION PACK

The favored craft of Rebel aces who value precision handling, the RZ-1 A-wing can fit through narrow gaps between obstacles or fly circles around enemy craft. Scheduled to ship in November 2019.

FFG SWZ61 \$19.95

FEATURED ITEM



© & ™ Lucasfilm, Ltd.

STAR WARS X-WING: 2ND EDITION - SAW'S RENEGADES EXPANSION PACK

The Saw's Renegades Expansion Pack includes features a T-65 X-wing miniature and a UT-60D miniature strikingly painted in the colors of Saw and his partisans. Scheduled to ship in November 2019.

FFG SWZ02 \$39.95

FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - TIE/D DEFENDER EXPANSION PACK

A fighter so powerful and advanced that Phoenix Squadron feared its mass production could make the Imperial Navy unbeatable, the TIE/D Defender features powerful shields, speed and maneuverability, and a suite of potent weapons including missiles and cannons. Scheduled to ship in November 2019.

FFG SWZ60 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - TIE/in INTERCEPTOR EXPANSION PACK

With incredible engine output, a lightweight frame, and precise thrusters for close maneuvering, the TIE/in interceptor is a vessel for the most elite Imperial aces. Scheduled to ship in November 2019.

FFG SWZ59 \$19.95

© & ™ Lucasfilm, Ltd.



FEATURED ITEM



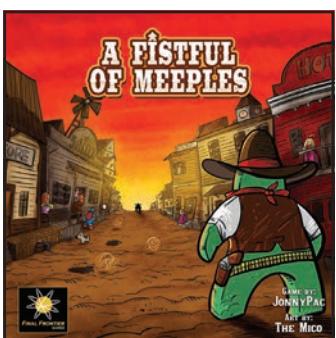
STAR WARS X-WING: 2ND EDITION - TIE REAPER EXPANSION PACK

Designed to deliver specialized soldiers such as Director Krennics death troopers into the raging heart of battle, the TIE Reaper is the Empires premier high-performance transport. Scheduled to ship in November 2019.

FFG SWZ03 \$29.95

© & ™ Lucasfilm, Ltd.

FINAL FRONTIER GAMES



A FISTFUL OF MEEPLES

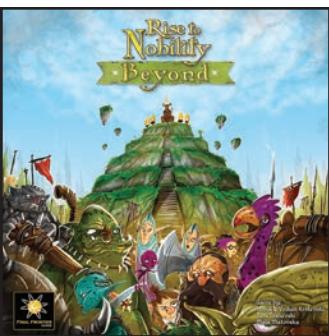
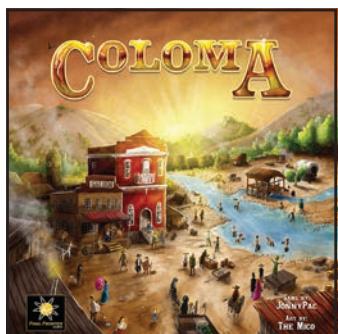
It's Mancala meets worker-placement in this Wild West board game! On your turn you'll grab A Fistful of Meeples and place them around the street. Take actions such as: mining for gold, building businesses, dueling in the street, and setting off explosive jail breaks! After the dust has settled, the player with the most points wins! Scheduled to ship in October 2019.

FFN 4003 \$24.00

COLOMA

In the game of Coloma, you are a pioneer who has recently traveled out West to strike it rich and make a name for yourself. You will prospect for gold and use your windfalls to recruit workers, rustle up horses, and establish businesses. But alas! You are not alone—every other pioneer seems to have gotten the same idea! Therefore, it will take extra cunning tactics on your part to not go Bust with the rest of them... *Coloma* is a fast moving game with many paths to victory. It offers unique twists on simultaneous action selection, resource management, and engine-building. Scheduled to ship in October 2019.

FFN 4001 \$69.00



RISE TO NOBILITY - BEYOND EXPANSION

In *Rise to Nobility: Beyond* you will collect and guard precious Relics, give offerings to the Timeless Temple, and help the kingdom's Elders so they can grant you favors or permanently win their endorsement in your path to become a Noble citizen of the Five Realms. The expansion, *Rise to Nobility: Beyond* introduces new ways to score points, a twist to the reputation mechanic and tableau building aspect that adds high replayability to the game. Scheduled to ship in October 2019.

FFN 2011 \$34.00

SPOTLIGHT ON



CORE BOX

FGD OI0001 PI



DICE SET

FGD OI0008 PI



GENTLEMEN OF FORTUNE

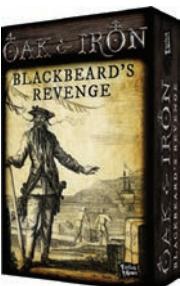
SHIP EXPANSION

FGD OI0005 PI



3RD RATE SHIP EXPANSION

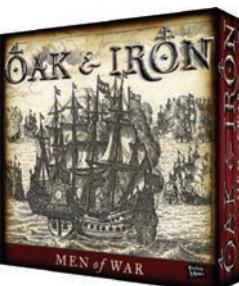
FGD OI0006 PI



BLACKBEARD'S REVENGE

SHIP EXPANSION

FGD OI0007 PI



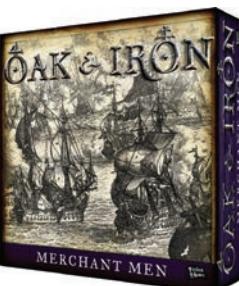
MEN OF WAR SHIP EXPANSION

FGD OI0004 PI



DELUXE MOVEMENT TOOLS

FGD OI0009 PI



MERCHANT MEN SHIP EXPANSION

FGD OI0002 PI

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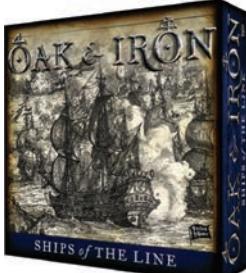
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**SHIPS OF THE LINE
SHIP EXPANSION**

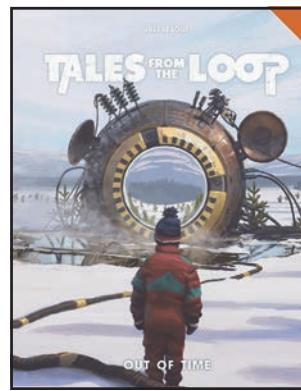
FGD OI0003 PI



ALIEN RPG: GM SCREEN

A deluxe Game Master's Screen in landscape format for the official ALIEN Roleplaying Game. It features Martin Grip's art on the outside and a host of useful tables and important information on the inside, while keeping the GM's plans hidden from the eyes of inquisitive players. Scheduled to ship in December 2019.

FLF ALE006 \$24.99



**TALES FROM THE LOOP:
OUT OF TIME**

There are rumors of a mechanical contraption that roams around the fields outside the small communities of the Mälaren Islands. At the same time, flyers asking for information on lost pets are increasing on the bulletin board outside the grocery store. On TV, the weatherman speaks of 'random storm gusts'? This is the beginning of a series of mysteries that lead the children out into the wilderness of The Loop and down into its secret tunnels. This is a 124-page full-color hardback module to the multiple award-winning *Tales from the Loop* roleplaying game. Scheduled to ship in October 2019.

FLF TAL006 \$33.99



ALIEN RPG

The ALIEN tabletop roleplaying game is a beautifully illustrated full-color hardcover book of 392 pages, both presenting the world of ALIEN in the year 2183 and a fast and effective ruleset designed specifically to enhance the ALIEN experience. The rules of the game are based on the acclaimed Year Zero Engine, used in award-winning games such as *Tales from the Loop* and *Mutant: Year Zero*, but adapted and further developed to fully support and enhance the core themes of ALIEN: horror and action in the cold darkness of space. Scheduled to ship in December 2019.

FLF ALE002 \$49.99



ALIEN RPG: BASE DICE

A set of ten engraved Base Dice, designed specifically for the ALIEN Roleplaying Game. These 16 mm special dice are designed to support the game mechanics but can be used as normal six-sided dice as well. Scheduled to ship in December 2019.

FLF ALE004 \$19.99



ALIEN RPG: MAPS & MARKERS

This Maps & Markers Pack contains useful gaming aids for the official ALIEN Roleplaying Game. Contains a large, full-color, double-sided map with one side depicting chartered space in the year 2183 and the other floor plans for the Chariot of the Gods cinematic scenario, as well as game markers for keeping track of characters, motion tracker pings, spaceships and space combat actions. Scheduled to ship in December 2019.

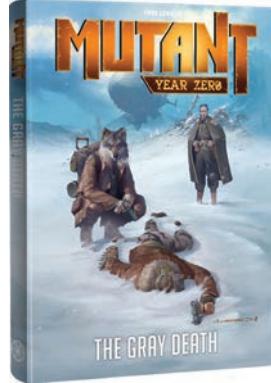
FLF ALE008 \$19.99



ALIEN RPG: STRESS DICE

A set of ten engraved Stress Dice, designed specifically for the ALIEN Roleplaying Game. These 16 mm special dice are designed to support the game mechanics but can be used as normal six-sided dice as well. Scheduled to ship in December 2019.

FLF ALE005 \$19.99



**MUTANT: YEAR ZERO RPG - THE
GRAY DEATH**

The Gray Death is an epic campaign module to be used with the award-winning *Mutant: Year Zero* roleplaying game and its expansions. *The Gray Death* is a 96-page full-color hardback book that takes the stories in *Mutant: Year Zero*, *Mutant: Genlab Alpha*, *Mutant: Mechatron* and *Mutant: Elysium* and ties them all together. Mutants, animals, robots and humans must put their differences aside and unite against a common threat to the world at the end of days. Scheduled to ship in November 2019.

FLF MUT005 \$29.99



ALIEN RPG: CUSTOM CARD DECK

This box contains 55 high quality custom cards designed for the official ALIEN Roleplaying Game. The beautifully illustrated cards supplement play and enhance your experience. Scheduled to ship in December 2019.

FLF ALE007 \$14.99

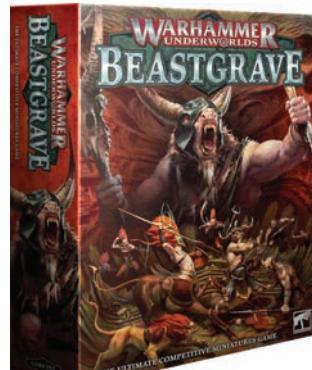


**DUNGEONS & DRAGONS RPG:
EPIC MONSTER CARDS (77
OVERSIZED CARDS)**

Contains 77 oversized, durable, laminated cards featuring all the most dangerous monsters for your Dungeons & Dragons game. Scheduled to ship in December 2019.

GF9 C7642000 \$30.00

GAMES WORKSHOP



**WARHAMMER UNDERWORLDS:
BEASTGRAVE**

Scheduled to ship in September 2019.

GAW 110-01-60 PI

GALE FORCE NINE



**DUNGEONS & DRAGONS:
COLLECTOR'S SERIES MINIATURES**

- BEADLE & GRIMM

Scheduled to ship in December 2019.

GF9 71104 \$20.00

GOODMAN GAMES



**DUNGEON CRAWL CLASSICS:
EGYPTIAN LICH ED.**

One of the rarest DCC RPG covers is now available to the general public! Previously available only to Road Crew members and at select conventions, the legendary Egyptian Lich cover has only been seen by the DCC RPG elite. This edition features the interior text of the latest 7th printing, and is fully compatible with all previous printings. The cover art is printed in gold foil on a faux leather surface, and features art by Doug Kovacs. Scheduled to ship in November 2019.

GMG 5070G \$69.99



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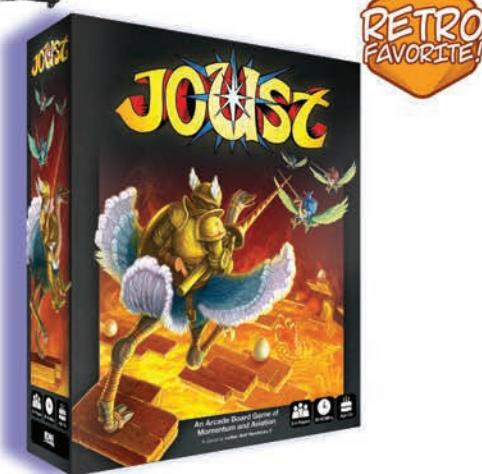




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RETRO
FAVORITE!

MIDWAY'S JOUST

Midway's Joust brings the classic video arcade game to the tabletop in an action-packed strategy board game. Requiring players to manage the speed and altitude of their knight, **Midway's Joust** features a unique momentum system that has players playing cards that immediately move their knight, but repeat effects for turns to come. Act quick, but think ahead, because in the game of **Midway's Joust** speed can be your greatest ally, or biggest foe.

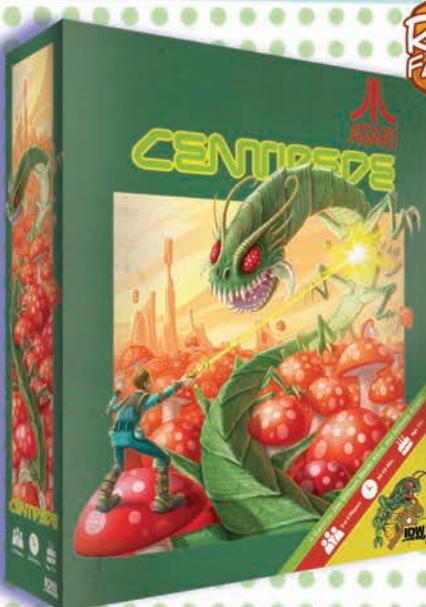
- Unique momentum system gameplay.
- Original character art and designs from Martin Abel.
- Official tabletop version of the classic video arcade game.



IDW 01490.....\$29.99

DESIGNER: LUTHER BELL HENDRICKS V
ARTIST: MARTIN ABEL
COVER: DENIS MARTYNETS

AVAILABLE NOW!



RETRO
FAVORITE!

ATARI'S CENTIPEDE

In **Atari's Centipede**, players venture into the world of the classic Atari arcade game. The forest-exploring Gnome attempts to defeat the Centipede by performing actions, while the Centipede, eager to destroy the Gnome by spawning fleas, spiders, and mushrooms, must wiggle its way to the other end of the board.

- As the Gnome, players roll and spend dice to perform actions.
- As the Centipede, players try to control the game board by spawning fleas, spiders, and mushrooms.
- Official tabletop version of the classic version arcade game.



IDW 01309.....\$39.99

AVAILABLE NOW!



RETRO
FAVORITE!

ATARI'S MISSILE COMMAND

As global tensions mount, leaders of powerful nations sit ready to defend their people or destroy their enemies. Alliances are formed, yet are fragile. Deals are made, but not always upheld. Diplomacy is just as important as strategic planning and procuring armaments. The missiles are at your command and the choice is yours: fire on your enemies or betray your allies in **Atari's Missile Command**!

- A social game of diplomacy and destruction.
- Build stockpiles of missiles, make deals, and vie for top spot on the world's stage.
- Official tabletop version of the classic version arcade game.



IDW 01419.....\$39.99

DESIGNER: JON GILMOUR AND VIOLET HARGRAVE
ARTIST: JAMIE KEDDIE
COVER: DENIS MARTYNETS

AVAILABLE NOW!



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TEENAGE MUTANT NINJA TURTLES: NINJA PIZZA PARTY

Hey, dudes and dudettes! The Ninja Turtles are having a totally radical pizza party, and you're the chefs of honor! You'll need to make the most extreme pizzas on the planet to shell-shock your customers with your outrageous creations! Work quickly though, because as you're slamming down slices, so are your friends, and the first chef to earn 15 points by making the best pizzas wins!

- A fast-paced pizza-building building game featuring your favorite turtle toppings!
- Game design from Prospero Hall (*Harry Potter: Hogwarts Battle*).
- Packaged in a collectible tin box!



IDW 01660.....\$19.99

DESIGNER: PROSPERO HALL

AVAILABLE NOW!

AMOEBA

You'll need to divide in order to conquer **Amoeba**, the tile-laying game that requires you to think strategically and act microscopically. Players draw and place tiles in order to build the biggest amoebas. But be careful: your opponents can place tiles on top of your completed amoebas to split them up and hurt your score. After all tiles are played, the player with the biggest amoebas wins!

- A pattern recognition tile-laying game that encourages strategic thinking.
- 12 unique tiles with millions of possibilities.
- Earn points by completing and splitting your opponent's amoebas.

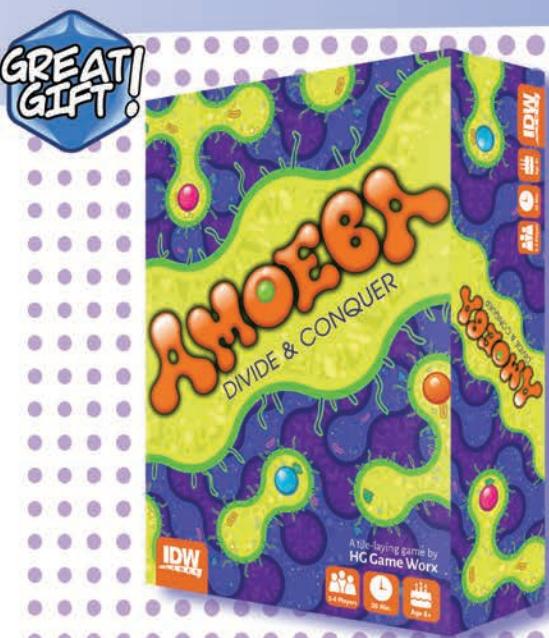


IDW 01652.....\$19.99

AVAILABLE NOW!

DESIGNER: GREG PRESLICKA AND HEIDI PRESLICKA

AVAILABLE NOW!



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INDIE BOARDS & CARDS

**KODAMA 3D**

In *Kodama 3D*, players will grow trees in three-dimensional space. Players move their kodama pieces around a grid of branch tiles in order to pick the branches they want to add to their tree. When a player adds a branch to their tree that doesn't match what it is touching, they choose a goal card from the ones available. After all players have placed 12 branches on their tree, players score all of their goal cards. The player with the most points wins. Scheduled to ship in November 2019.

KOD301 \$29.99

KONAMI DIGITAL ENTERTAINMENT

**CHAOS IMPACT**
SPECIAL EDITION**YU-GI-OH! TCG: CHAOS IMPACT SPECIAL EDITION BOX DISPLAY (10)**

Each box includes 3 booster packs of *Chaos Impact* in addition to 2 of 4 Super Rare variant cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84584 \$99.90

**YU-GI-OH! TCG: HERO STRIKE STRUCTURE DECK DISPLAY (8)**

Modeled after Jaden Yuki's Deck from the *Yu-Gi-Oh! GX* anime and manga series, the *HERO Strike Structure Deck* contains new cards with new ways to Summon them! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84672 \$79.92

**YU-GI-OH! TCG: MYSTIC FIGHTERS BOOSTER DISPLAY (24)**

Fall is the perfect time of the year to build new Decks, and *Mystic Fighters* introduces three cool, new strategies that'll test your Dueling mettle! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84649 \$95.76

**OLD GLORY**

KOP 19413 PI

**YELLOW ROSE**

KOP 19414 PI

**SHADES OF GREEN**

KOP 19421 PI

**SUNSET**

KOP 19416 PI

SPOTLIGHT ON **YU-GI-OH! TCG: SPEED DUEL - TRIALS OF THE KINGDOM BOOSTER DISPLAY (36)**

Introducing the *Speed Duel: Trials of the Kingdom* booster set! Upgrade your *Speed Duel* Decks with 45 new-to-Speed Duel cards and 5 brand-new Skill Cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84633 \$53.64

**DUSK**

KOP 19420 PI

**MINT BLUE**

KOP 19415 PI

**PASTEL**

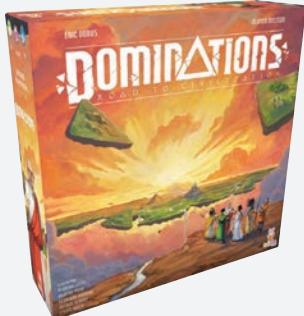
KOP 19419 PI

**COTTON CANDY**

KOP 19417 PI

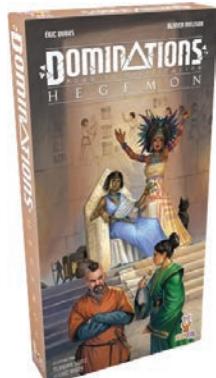
PURPLE HAZE

KOP 19418 PI

SPOTLIGHT ON **DOMINATIONS**

In this domino-based civilization-building game, players take on the role of a primitive tribe, which they will seek to grow into a nation whose influence will echo through the ages. Place your triangular dominos carefully to expand your population and obtain the knowledge that will determine how your society is shaped over time. Each time you master a skill, it becomes one of the pillars of your society, opening doors to new possibilities and increasing your power. Scheduled to ship in November 2019.

LUM HGGDOM03R01-ENG \$59.99

**DOMINATIONS: HEGEMON**

The Hegemon expansion brings two new mechanics to your games of *Dominations*: Hegemony tiles and Omen cards! Scheduled to ship in November 2019.

LUM HGGDOM03R03-ENG \$19.99



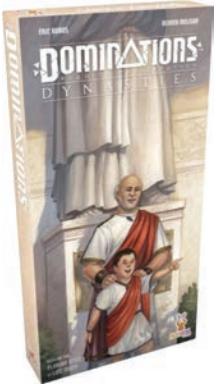
GAMES

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**DOMINATIONS: DYNASTIES**

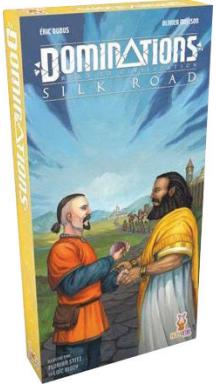
In *Dynasties*, you'll be allying yourself with your Nation's most prominent families, using their skills to make your Civilization even more powerful. There are 6 Dynasties, which each great family being associated with one of *Dominations'* Knowledge Domains. Scheduled to ship in November 2019.

LUM HGGDOM03R02-ENG.....\$19.99

**DOMINATIONS: PROVINCES**

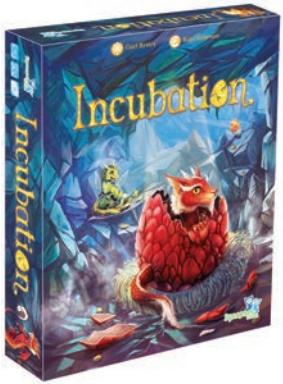
In the *Provinces* expansion, you will come into contact with other nations, which will give you the opportunity to conquer and assimilate new territories into your Civilization! *Provinces* brings a slightly more aggressive stance to your games of *Dominations*, in that your actions can potentially damage your adversaries : *Provinces* is the first expansion where your nation can actually lose ground : Cities can be destroyed, resources lost. Scheduled to ship in November 2019.

LUM HGGDOM03R04-ENG.....\$24.99

**DOMINATIONS: SILK ROAD**

In *Silk Road*, players will be able to expand the scope of their Cities by building trade routes between them! Also comes with a new array of Mastery cards that will work off the Trade route mechanic in order to help generate new resources, Victory points, Influence, and more! Scheduled to ship in November 2019.

LUM HGGDOM03R05-ENG.....\$19.99

**INCUBATION**

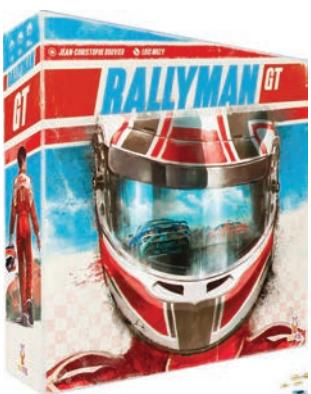
On the snow-capped peaks of the highest mountains, an incredible discovery has been made: Dragons! In *Incubation*, players become caretakers for Dragon Eggs, acquiring the necessary resources to encourage baby Dragons to break free from their shells! Through careful collection of Fire, Water, and Coins, and a willingness to push their luck, players will hatch Eggs, complete Objectives, and prove they're the best Dragon wranglers around!

LUM INC001EN.....\$34.99

**THE KING'S DILEMMA**

The King's Dilemma is an interactive narrative experience with legacy elements, featuring several branching storylines leading to many possible finales with an evolving deck of event cards at its core. Players represent the various Houses leading the government of the Kingdom of Ankist. You will have to keep the kingdom going, while also trying to advantage your own House. The thing is, each decision has consequences...

LUM HG012-KD1908

**RALLYMAN GT**

Start your Engines! *Rallyman GT* is a Roll and Move game with a simple yet exciting dice mechanic that invites players to push their luck and navigate the terrain as best they can. Will you take a risk and squeeze every last second out of the track, or will you play it cool and avoid spinning out on hard corners, bumps and other treacherous terrain? Scheduled to ship in November 2019.

LUM HGGRMGTO4R01-ENG.....\$49.99

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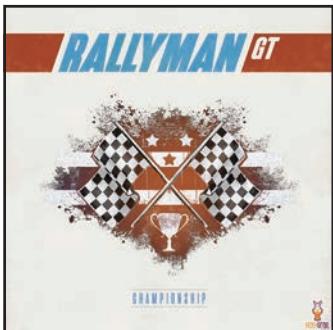
ARBORETUM TOURNAMENT WINNER 2019

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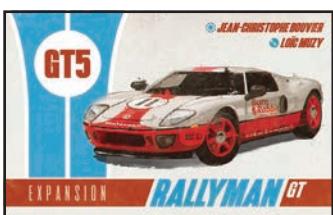
RALLYMAN GT: CHAMPIONSHIP
The Championship expansion is a campaign mode that lets you compete with your friends over several races, testing your skills on 8 different tracks. Each track is played in 2 laps, and you can use the 8 new tracks included in the Championship rulebook or invent your own! You can also play a Championship with teams, with a prize going to the best team as well as the best driver. Scheduled to ship in November 2019.
LUM HGGRMGT04R02-ENG.....\$19.99



RALLYMAN GT: TEAM CHALLENGE
Team Challenge includes an all new race mode: Pursuit! Using the double starting tile, watch as up to 12 cars race in two packs, creating some intense action if one group catches up to the other! With that many cars on the track, this expansion also contains all new 4-lane tiles which you can use to replace straights and soft corners, turning any existing track into a 12 car track! Mix these with all the other tiles in your collection to create some truly exciting races! Scheduled to ship in November 2019.
LUM HGGRMGT04R04-ENG.....\$24.99



RALLYMAN GT: GT4
GT4 are lighter, classic cards, and while they may not have the horsepower of the GT5's and GT6's, they more than make up for it in agility! GT4 cars only have 4 Gear dice. However, they have 3 Coast dice instead of 2, giving them a major advantage on tricky sections of track where your speed is limited. As with GT5, GT4 is fully compatible with Solo Mode, and has been added to the scoring sheet. Scheduled to ship in November 2019.
LUM HGGRMGT04R05-ENG.....\$19.99



RALLYMAN GT: GT5
The GT5 expansion includes 6 new cars that only have 5 black Gear dice. However, they more than make up for it with the addition of a new Boost die! This green die works just like a Brake die except that it allows you to skip a gear when accelerating instead of slowing down! New Dashboards for the GT6 cars in order to race them against GT5 cars. These new boards modify the cars slightly, balancing them out so that they can race together on equal terms, yet still retaining their unique traits. Scheduled to ship in November 2019.
LUM HGGRMGT04R06-ENG.....\$19.99



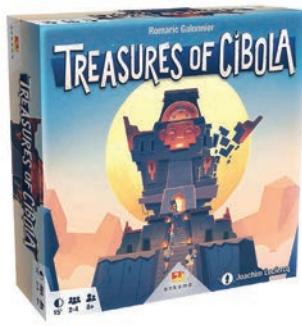
GOBLIN SLASHER
MGE MGKGW401\$44.99



NORTHERN ALLIANCE CLANSMAN REGIMENT
MGE MGKWL301\$29.99



NORTHERN ALLIANCE FROST FANG CAVALRY REGIMENT
MGE MGKWL404\$49.99



TREASURES OF CIBOLA
Rescuing Mayan treasure is no easy task, especially when the competition is fierce. You'll have to send your explorers in a nearby undiscovered temple to get the treasures stored inside. But watch out! The ancient temple is unstable and its imminent collapse might just ruin your plans... and some treasures might not be worth what you think! Scheduled to ship in October 2019.
LUM ANK220.....\$19.99



MANTIC ENTERTAINMENT

KINGS OF WAR: 3RD EDITION

Scheduled to ship in December 2019.

ARMIES OF PANNITHOR
MGE MGKW17\$29.99



BASILEAN PHOENIX
MGE MGKWB402\$49.99

NORTHERN ALLIANCE ICE ELEMENTAL REGIMENT
MGE MGKWL403\$44.99



NORTHERN ALLIANCE ICE KIN BOLT THROWER
MGE MGKWL405\$24.99

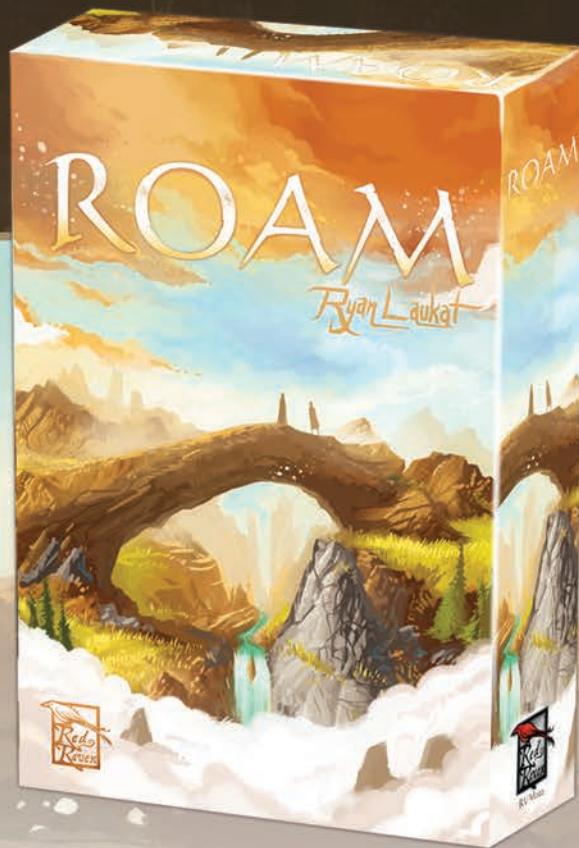


TRIDENT REALM - KRAKEN
MGE MGKWB405\$44.99

Search for lost friends
in a wild world.

2-4 Players Ages 8+ 40 Min.

Designed by
Ryan Laukat



AVAILABLE NOVEMBER 2019

\$29.99

RVM022 040232317880





GAMES

MODIPIHIUS

LEGACY: LIFE AMONG THE RUINS - THE ENGINE OF LIFE

Every time our world falls apart, we've found a way to survive - and not just endure, but work together with friends new and old to build a new life. In this book, you'll find a range of ways to point your game of *Legacy: Life Among the Ruins* towards an eventual rebirth. Scheduled to ship in October 2019.

MUH 051698 \$25.00



SPOTLIGHT ON



PATHFINDER RPG: ADVENTURE PATH - AGE OF ASHES PART 6 - BROKEN PROMISES (P2)

The heroes have defeated the Scarlet Triad, but in doing so have learned a shocking truth the Scarlet Triad has been financed all these years by the enigmatic ruler of the island nation of Hermea, the gold dragon Mengkare! Scheduled to ship in December 2019.

PZO 90150 \$24.99



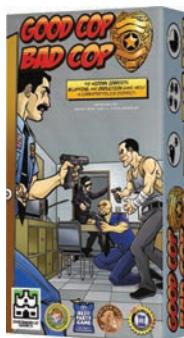
NOT FINAL ART

OVERWORLD GAMES

GOOD COP BAD COP 3RD EDITION

Take a look around the table to figure out if your fellow cops are honest or crooked - and whether that aligns with YOU. Grab a gun so you can take down the opposing leader, but be quick, 'cause there aren't enough guns for everyone! Scheduled to ship in October 2019.

OWG 0304 \$19.99



PAIZO PUBLISHING



NOT FINAL ART

PATHFINDER RPG: FLIP-MAT CLASSICS - CITY GATES

Defend or storm the battlements with *Flip-Mat Classics: City Gates*, a gorgeous double-sided battle-scale map of two complete fortified gates! Scheduled to ship in December 2019.

PZO 31027 \$13.99



NOT FINAL ART

PATHFINDER RPG: FLIP-TILES - DARKLANDS PERILS EXPANSION

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can spelunk precarious pitfalls, balance atop falling stalagmite bridges, and brave molten chambers. Scheduled to ship in December 2019.

PZO 7223 \$22.99



PATHFINDER RPG: HORROR ADVENTURES (POCKET EDITION) (1ST EDITION)

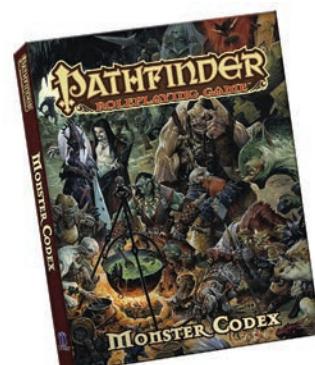
There are things that dwell in the dark places of the world, in long-abandoned crypts or musty attics terrible things that can destroy your body and shatter your mind. Scheduled to ship in December 2019.

PZO 1135-PE \$19.99

PATHFINDER RPG: MONSTER CODEX (POCKET EDITION) (1ST EDITION)

With *Pathfinder Roleplaying Game: Monster Codex*, fleshed-out hordes are at your fingertips! Scheduled to ship in December 2019.

PZO 1130-PE \$19.99

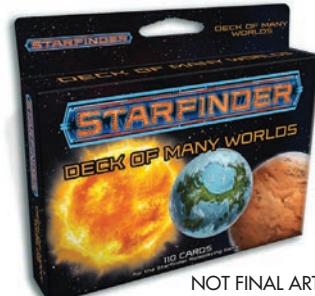


NOT FINAL ART

STARFINDER RPG: ADVENTURE PATH - ATTACK OF THE SWARM! 5 - HIVE OF MINDS

The monks of the Forever Reliquary send the heroes into a psychic projection of the Swarm's hive mind, a hostile and alien landscape. Scheduled to ship in December 2019.

PZO 7223 \$22.99



NOT FINAL ART

STARFINDER RPG: DECK OF MANY WORLDS

Hold a galaxy of science-fantasy worlds in your fingertips with the *Starfinder Deck of Many Worlds*! Scheduled to ship in December 2019.

PZO 7414 \$19.99

PELGRANE PRESS

NIGHT'S BLACK AGENTS RPG: SOLO OPS

This corebook combines the award-winning *Nights Black Agents* setting with the innovative GUMSHOE One-2-One rules, designed for the thrilling intensity of head-to-head play. Create your own Agent, or take on the role of Leyla Khan an ex-MI6 officer who must confront her own half-remembered past as a thrall of the vampires. Play through three complete adventures for Leyla Khan, or use them as templates to create your own mysteries. Well give you the tools you need to battle the undead princes and crime lords, all alone. Scheduled to ship in October 2019.

PEL GON01 \$44.95



Hold a galaxy of science-fantasy worlds in your fingertips!



STARFINDER

DECK OF MANY WORLDS

Simply combine a few random cards from this 110-card deck to generate one of millions of possible worlds, complete with physical statistics, resident creatures, and much more—including intriguing story hooks that spur countless science-fantasy adventures!

Available December
Pre-Order Now!



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paizo.com/starfinder

PENCIL FIRST GAMES



SKULK HOLLOW

Skulk Hollow is a 2-player, asymmetric, combat game between the legendary Guardians and the Foxen clans of Bre. Fast tactical play and epic meeples! Scheduled to ship in November 2019.

PFX 1000 \$49.99

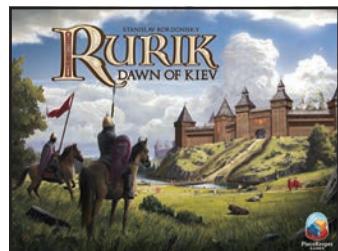
GAMES

PIECEKEEPER GAMES

RURIK: DAWN OF KIEV

Rurik: Dawn of Kiev is a euro-style realm building game for 1-4 players set in an 11th century Eastern European kingdom. You play as a potential successor to the throne following the death of your father, Vladimir the Great, in 1015. Will you win over the hearts of the people to become the next ruler of Kievan Rus? The game brings to life the ancient culture of Kievan Rus with game design by Russian designer Stanislav Kordonskiy and illustrations by Ukrainian artist Yaroslav Radeckyi. Scheduled to ship in November 2019.

PKR 1300 \$89.99



POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: SUN & MOON COSMIC ECLIPSE

At the apex of the Sun & Moon Series, the *Pokémon TCG: Sun & Moon Cosmic Eclipse* expansion boosts the connection of Pokémons and Trainers, and it launches TAG TEAM combinations to new levels! Jump into battle with Charizard & Braixen-GX, Venusaur & Snivy-GX, Blastoise & Piplup-GX, and Solgaleo & Lunala-GX, along with the triple TAG TEAM of Arceus & Dialga & Palkia-GX, plus many more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36) PUI 80589-D PI

THEME DECK DISPLAY (8) PUI 80596-D PI

POKÉMON TCG: SUN & MOON COSMIC ECLIPSE BUILD & BATTLE BOX

PUI 80606 PI

POKÉMON TCG: SUN & MOON COSMIC ECLIPSE ELITE TRAINER BOX

At the apex of the Sun & Moon Series, the *Pokémon TCG: Sun & Moon Cosmic Eclipse* expansion boosts the connection of Pokémons and Trainers, and it launches TAG TEAM combinations to new levels! Jump into battle with Charizard & Braixen-GX, Venusaur & Snivy-GX, Blastoise & Piplup-GX, and Solgaleo & Lunala-GX, along with the triple TAG TEAM of Arceus & Dialga & Palkia-GX, plus many more!

PUI 80605 PI

POKÉMON TCG: SUN & MOON COSMIC ECLIPSE MINI PORTFOLIO

Store up to 60 of your latest and greatest Pokémons cards in this mini portfolio. Each portfolio comes with a booster pack from the new *Pokémon TCG: Sun & Moon Cosmic Eclipse* expansion, so you can start filling it up right away!

PUI 80602 PI

POKÉMON TCG: SUN & MOON COSMIC ECLIPSE THREE BOOSTER BLISTER

At the apex of the Sun & Moon Series, the *Pokémon TCG: Sun & Moon Cosmic Eclipse* expansion boosts the connection of Pokémons and Trainers, and it launches TAG TEAM combinations to new levels! Jump into battle with Charizard & Braixen-GX, Venusaur & Snivy-GX, Blastoise & Piplup-GX, and Solgaleo & Lunala-GX, along with the triple TAG TEAM of Arceus & Dialga & Palkia-GX, plus many more!

PUI 80591 PI

PRIVATEER PRESS

HORDES

Scheduled to ship in November 2019.



MINIONS DHUNIAN ARCHON ARCHON SOLO (RESIN AND WHITE METAL)

PIP 75088 \$31.99

MONSTERPOCALYPSE

Scheduled to ship in November 2019.



CARNAGE CORNERS

FABRIC PLAYMAT

PIP 51904 PI



G.U.A.R.D. EXO-ARMORS & MR-TANK UNITS (RESIN AND WHITE METAL)

PIP 51072 PI



G.U.A.R.D. NOVA ESR MONSTER (RESIN AND WHITE METAL)

PIP 51070 PI



PLANET EATERS SCORCHERS & EXTERMINATRIX UNITS (RESIN AND WHITE METAL)

PIP 51073 PI



PLANET EATERS XAXOR MONSTER (RESIN AND WHITE METAL)

PIP 51071 PI

RIOT QUEST

Scheduled to ship in November 2019.



BOSS MACHORN GUARD (RESIN AND WHITE METAL)

PIP 63012 PI



LEDFOOT & TREDZ GUNNER (RESIN AND WHITE METAL)

PIP 63011 PI



SPAWN GATES & WEIRD WENDELL, GREMLIN WRANGLER SPAWN GATE EXPANSION (WHITE METAL)

PIP 63015 PI

WARMACHINE

Scheduled to ship in November 2019.



INFERNAIS EILISH GARRITY, THE DARK SEEKER CHARACTER SOLO (WHITE METAL)

PIP 38018 \$16.99

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REAPER MINIATURES

BONES BLACK

Scheduled to ship in September 2019.

AXEBEAK (PHORUSRACOS)

RPR 44075 \$4.99

BLACK BEAR TRIBE CAVEMEN (4)

RPR 44086 \$9.99

CARNOTAURUS

RPR 44080 \$6.99

CAVE BEAR

RPR 44082 \$4.99

CLUBTAIL

RPR 44076 \$6.99

CROSSWIRE, SUPER VILLAIN

RPR 49015 \$3.49

DARK ELF ELITE

RPR 44074 \$3.49

DARK ELF FEMALE WARRIOR

RPR 44070 \$3.49

DARK ELF MALE WARRIOR

RPR 44072 \$3.49

DARK ELF PRIESTESS

RPR 44071 \$3.49

DARK ELF WIZARD

RPR 44073 \$3.49

GIANT CAVE SLOTH

RPR 44079 \$6.99

GIANT SNAKE

RPR 44078 \$3.49

JADE FIRE CHIEFTAIN

RPR 44088 \$3.49

JADE FIRE SHAMAN

RPR 44089 \$3.49

PEOPLE OF THE DAWNLANDS (4)

RPR 44077 \$9.99

RAPTOR HUNTING PACK (5)

RPR 44081 \$13.99

RUNEHORN HUT

RPR 44087 \$14.99

SPACE HENCHMAN

RPR 49016 \$3.49

STONE GIANT CARVER

RPR 44084 \$9.99

STONE GIANT CHAMPION

RPR 44083 \$9.99

STONE GIANT GUARD

RPR 44085 \$9.99

XAIRBOT (LARGE)

RPR 49014 \$4.99

XAIRBOT (MEDIUM)

RPR 49013 \$4.49

XAIRBOT (SMALL)

RPR 49012 \$3.49

BONES MONTHLY ASSORTMENT PACKAGE OCTOBER 2019

Scheduled to ship in September 2019.

RPR 97423 \$116.83

INFERNALS LORD ROGET DVYROS CHARACTER SOLO (WHITE METAL)

PIP 38019 \$16.99

QUIXOTIC GAMES



DUNGEON ALLIANCE - CHAMPIONS EXPANSION

Dungeon Alliance: Champions is the first expansion for the critically acclaimed *Dungeon Alliance* deck-building miniatures adventure game. This expansion adds four new heroes complete with their hero cards, starting deck cards, and miniatures. The expansion also includes the Deep Dungeon Final Enemy Room that allows adventurers to venture into the dungeon's lowest depths to face their most powerful adversaries. Players can even confront the majestic Titan for the ultimate confrontation. Scheduled to ship in October 2019.

QXG 1003 \$24.95

Q-WORKSHOP



DICE CUP: DRAGONHIDE LAMINATED

Scheduled to ship in November 2019.
QWS CDRH131 \$24.00



STARFINDER ATTACK OF THE SWARM DICE SET (7)

Scheduled to ship in November 2019.
QWS STAR2C \$13.00

GAMES

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MENTAL BLOCKS

REAL-TIME COOPERATIVE 3D PUZZLES!

Ramp up the fun with an optional hidden traitor!

MACHI KORO LEGACY

PANDASAURUS GAMES

TOURNAMENT

STOP!

FOX MEADOW

GOLD MINE

FORGE

FLOWER SHOP

FOUNTAIN

PANDASAURUS GAMES



GAMES

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CLANK! LEGACY: ACQUISITIONS INCORPORATED – THE “C” TEAM PACK (RGS02049)

- Bring the heroes of Acquisitions Incorporated's "C" Team to your Clank! table!
- Each "C" Team character comes with a unique deck reflecting their talents, and a gorgeously-sculpted miniature!
- For use in both the original Clank! A Deck-Building Adventure or with your new franchise established in Clank! Legacy: Acquisitions Incorporated!

MSRP: \$25 **Ages: 13+** **2-4 Players** **30-60 Min**

December Release!

NEW RELEASE



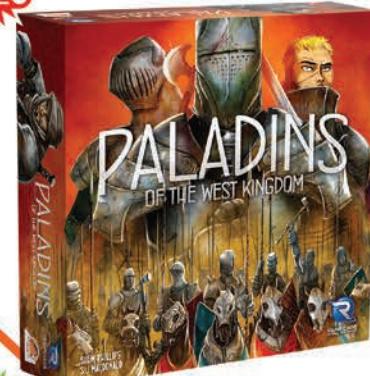
PALADINS OF THE WEST KINGDOM (RGS02033)

- Enlist the help of your Paladins to defend your city!
- Increase your faith, strength and influence with the help of a selected Paladin each round.
- Victory will be won through building, commissioning monks, and confronting outsiders.

MSRP: \$55 **Ages: 12+** **1-4 Players** **90-120 Min**

October Release!

NEW RELEASE



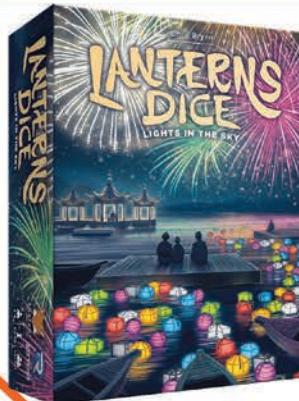
LANTERNS DICE: LIGHTS IN THE SKY (RGS00889)

- Decorate the lake with Lanterns to celebrate the festival!
- Roll the dice, arrange them, and fill in your scoresheet
- Complete shapes to score extra points with firework tiles!

MSRP: \$25 **Ages: 10+** **2-4 Players** **30-45 Min**

Available Now!

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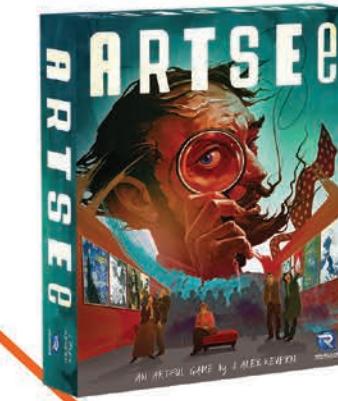


ARTSEE (RGS02023)

- Earn Prestige by curating your very own art gallery!
- Attract visitors with your collection to earn the right to display prominent works.
- Keep a close eye on competing galleries who will try to outshine your collection!

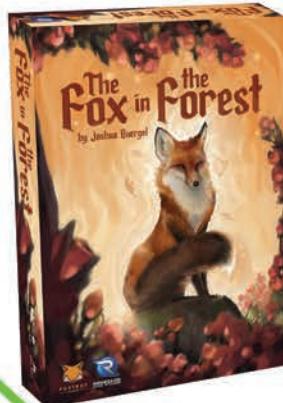
MSRP: \$30 **Ages: 12+** **2-5 Players** **30 Min**

Available Now!





REPRINT



THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!

GAMES

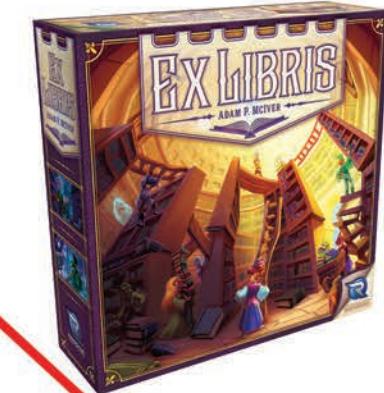


EX LIBRIS (RGS00577)

- Choose from one of the 12 unique librarians to play!
- Alphabetize your books to maximize your score!
- A worker placement game with rotating action spaces!

MSRP: \$60 Ages: 10+ 2-4 Players 45 Min

Available Now!



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TEENS IN SPACE (RGS07220)

- Venture into the cosmos with your crewmates in your very own spaceship!
- Build your character by choosing from a variety of space age tropes and species!
- Customize your spaceship and then take it out for a spin!
- Powered by the Kids on Bikes system!

MSRP: \$24.99 Designer: John Gilmore and Doug Levandowski

Cover Artist: Heather Vaughani

Available Now!



REPRINT

OVERLIGHT RPG (RGS00813)

- Play as a Skyborn within this unique kaleidoscopic fantasy world
- Manipulate the Overlight to harness the incredible power of Chroma
- 300 full-color pages fill this hardcover edition

MSRP: \$50 Designers: Paul Alexander Butler and George Holland

Cover Artist: Kwanchai Moriya

Available Now!



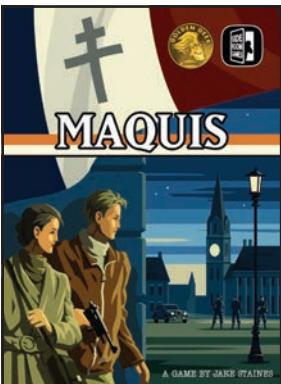
www.renegadegames.com

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SIDE ROOM GAMES



MAQUIS

Maquis is a solitaire worker-placement game with variable goals and a play time of approximately twenty minutes. The player places his resistance agents on spaces around town to achieve his goals but at the same time Milice collaborators and Wehrmacht soldiers patrol the area. Agents who can't make it back to the safe house at the end of the day are arrested, and never seen again. Scheduled to ship in November 2019.

SRZ 110.....\$25.00



ULTRA PRO INTERNATIONAL

RUTH THOMPSON: STANDARD DECK PROTECTOR SLEEVES (100)

Scheduled to ship in November 2019.

FLAMEBLADE

UPI 85964.....PI



NETHERBLADE

UPI 85963.....PI

SEABLADE

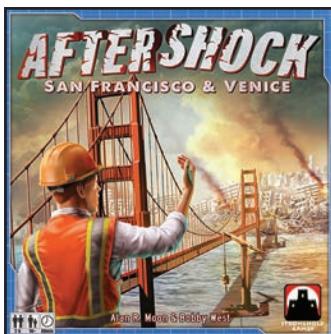
UPI 85965.....PI

STRONGHOLD GAMES

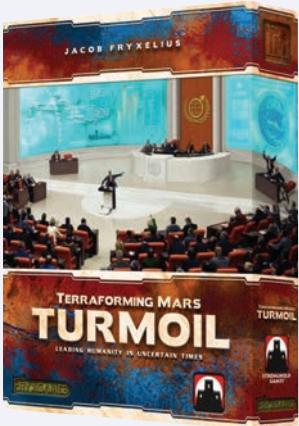
AFTERSHOCK: SAN FRANCISCO & VENICE

The world has been hit with mega earthquakes. The worst destruction devastated the San Francisco Bay area. It is a time of rebuilding to restore this area to its former glory. Aftershock: San Francisco & Venice is an area control game. Players will spend money to acquire cards, which are used to increase population, build bridges, and determine where aftershocks occur. Negotiate with other players to score areas on the placement board. Scheduled to ship in November 2019.

SHG 2015.....\$49.95



SPOTLIGHT ON



TERRAFORMING MARS: TURMOIL

Turmoil, the fifth expansion to *Terraforming Mars*, takes players back to Mars, and the struggle for control and progress of human society on a big and dangerous planet. The expansion includes new corporations, new projects, and a new type of cards Global Events, from dust storms to riots to rising alloy demand that give you something to plan for. Scheduled to ship in November 2019.

SHG 7204.....\$34.95

FLAMEBLADE

UPI 15186.....PI

NETHERBLADE

UPI 15185.....PI

SEABLADE

UPI 15187.....PI

NETHERBLADE

UPI 15185.....PI



USAOPOLY



DUNGEONS & DRAGONS CLUE

Who Killed the Archmage? Was it Tordek in the Dragon's Lair with the Flaming Battle Axe? Or Mialee in the Dungeon with the Staff of Power? A group of heroic adventurers has been called to the Archmage's castle. But one of those heroes isn't who he or she appears to be. One of the heroes is a doppelganger, a monster that can look like anyone! Now, in the grand tradition of Clue, the six suspects must determine which one of them is the doppelganger. Scheduled to ship in October 2019.

PI

THUNDERWORKS GAMES

PHOENIX - DAWN COMMAND RPG

A fantasy role playing game with a unique card-based resolution system that drives action and storytelling. Comes with everything you need for a game master and players up to four; including a seven-mission adventure path you can run right out of the box! From Dan Garrison and Keith Baker (*Gloom*, *Eberron*) - where death is not your characters end. Scheduled to ship in October 2019.

TWK 3000

.....\$49.00



VAN RYDER GAMES

BEES: THE SECRET KINGDOM

Bees: The Secret Kingdom is a competitive card game with stunning artwork. This simple game has 2 modes: one for families and younger players, and a second, advanced one, for adults. The basic rules are really simple, players can draw two Gathering cards and play one of them to collect resources OR make Honey by spending their gathered resources that match an available Honey card. Players will race to match their resources to score points by making Honey and the player who has the most points at the end of the game wins. Scheduled to ship in November 2019.

\$24.99



GRAPHIC NOVEL ADVENTURES

Scheduled to ship in October 2019.

MYSTERY

In *Mystery!* you are a new recruit trying to join the Legion of Champions, the most famous super hero group of all-time. You'll have to prove yourself. Experience the trials with Mystery, Miracle Woman, ShadowDark and others in this hilarious and fun filled adventure!
VRG GNA08.....\$22.99



VRG GNA10.....

PIRATES - THE GREAT CHASE

In *Pirates: The Great Chase*, you can choose one of three Pirates with a different set of stats. Your goal? To find the prisoner that just escaped your ship and is swimming toward a nearby island. This is a true treasure hunt and you will really need to keep your eyes peeled for hidden objects along the way! You never know what you'll come across that could be helpful later on!
VRG GNA09.....\$22.99



SHERLOCK HOLMES AND MURIARTY - ASSOCIATES

In *Sherlock Holmes & Moriarty: Associates*, not only can you play as Holmes and Watson, but now you can also choose Moriarty! He's joined the team under peculiar circumstances. Question suspects without fear of offending them knowing your ability to coerce and threaten them will produce useful information! Will you solve the cases with the help of your arch nemesis? And has he really changed his ways? Or is he up to something sinister?
VRG GNA06.....\$22.99



SHERLOCK HOLMES - THE CHALLENGE OF IRENE ADLER

In *Sherlock Holmes: The Challenge of Irene Adler*, there is a new detective in town! Irene is now competing with the Baker Street boys for business. But will she truly be able to rival the skills of Sherlock? Play solo, or head to head against another player each taking on the role of either Sherlock Holmes or Irene Adler. Only by using your wits will you prove yourself to be London's Greatest Detective!
VRG GNA07.....\$22.99

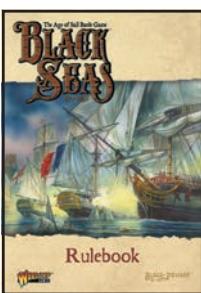
WARLORD GAMES

BLACK SEAS

3RD RATES SQUADRON

(1770-1830)

WLG 792010002.....Pl



CORE RULEBOOK

WLG 791010001.....Pl

FRENCH L'ORIENT

WLG 792412001.....Pl

FRENCH NAVY FLEET (1770-1830)

WLG 792012001.....Pl

FRIGATES & BRIGS FLOTILLA

(1770-1830)

WLG 792010001.....Pl



MASTER & COMMANDER STARTER SET

WLG 791510001.....Pl

ROYAL NAVY FLEET (1770-1830)

WLG 792011001.....Pl

ROYAL NAVY - HMS VICTORY

WLG 792411001.....Pl

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

DICE FROM STEVE JACKSON GAMES

HALLOWEEN d6 DICE SET NEW!

CTHULHU d6 DICE SET

ARMY MEN d6 DICE SET
AVAILABLE IN OCTOBER

AND THE BAGS TO CARRY THEM

EACH BAG INCLUDES AT LEAST ONE DIE
Objects not to scale.

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STEVE JACKSON GAMES

GTM OCT 2019

BLOOD RED SKIES



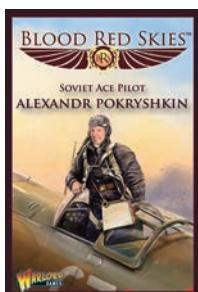
**SOVIET MIKOYAN-GUREVICH
MIG-3 SQUADRON**

WLG 772211021 PI



**SOVIET POLIKARPOV
I-16 SQUADRON**

WLG 772211017 PI



**SOVIET POLIKARPOV I-16 ACE
ALEXANDR POKRYSHKIN**

WLG 772211018 PI



SOVIET YAKOLEV YAK-1B ACE

WLG 772211020 PI



SOVIET YAKOLEV YAK-1B SQUADRON

WLG 772211019 PI

WIBAI GAMES

PATHOGENESIS 2ND EDITION

Pathogenesis is a deck-building game where players are bacterial pathogens attacking a human host. The immune system for the 2nd edition of *Pathogenesis* has been updated. These updates include 4 immune system cards (4 copies of each) that are more consistently damaging than before as well as updated antibody tokens that have an attack value of their own. The adaptive immune system response is now less volatile and even more dangerous than before! Scheduled to ship in November 2019.

WAI 300 \$49.00



PATHOGENESIS: STD EXPANSION

Pathogenesis is a deck-building game where players are bacterial pathogens attacking a human host. *Pathogenesis STD* adds the fourth tract to the body, the Genitourinary tract, introducing pathogens, traits, and virulence factors appropriate for this area of the body. Further, keeping to the science, the Genitourinary tract has no toxin cards but instead a new mechanic has been introduced, Collateral Damage cards! (Base game required to play). Scheduled to ship in November 2019.

WAI 301 \$25.00



WILDFIRE

GWAR VS. TIME DECK BUILDING GAME

GWAR vs. Time is an exciting dual-resource deck-building card game for 3 to 5 players, feature your favorite GWAR characters, items, and locations, as well as their enemies, from throughout the band's decades-long history. If you're a GWAR fan but don't play these types of games, it's pretty easy to learn. If you're not a GWAR fan (which are called Bohabs), but you're a gamer, it's a fun game and you just might be a Bohab when you're done. Scheduled to ship in September 2019.

WDF 11530 \$60.00

WIZARDS OF THE COAST

SPOTLIGHT ON



**TRANSFORMERS TCG:
WAR FOR CYBERTRON - SIEGE 2
BOOSTER DISPLAY (30)**

It is the day of reckoning. The Autobots, led by Optimus Prime, make a perilous last stand to hold off the Decepticon conquest of Cybertron. Outnumbered, outgunned, and pushed to the brink of extinction, the battle-weary band of resistance fighters orchestrates a desperate series of counter strikes on a mission that, if everything somehow goes right, will end with an unthinkable choice: kill their planet in order to save it. WOC C76460000 \$119.70

WIZKIDS/NECA

TRANSFORMERS DEEP CUTS UNPAINTED MINIATURES

First rolling out into the world in 1984, the Transformers have been wowing fans for generations. WizKids has teamed up with Hasbro to bring these beloved G1 'Bots to the masses in a whole new way. *Transformers Themed Deep Cut Unpainted Miniatures* let fans get creative with their favorite 'Bots and decorate them any way they want. Each miniature comes pre-painted and ready to paint out of the box. Decals and stickers are included to help complete each character's signature look. Scheduled to ship in December 2019.

BUMBLEBEE WZK 73955 \$4.99
MEGATRON WZK 73957 \$4.99
OPTIMUS PRIME WZK 73953 \$4.99
STARScream WZK 73958 \$4.99



SPOTLIGHT ON



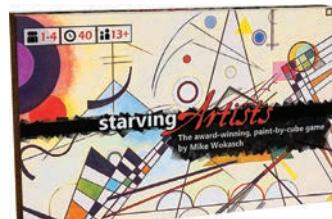
WIZKIDS 4D SETTINGS: MEDIEVAL FARM

Scheduled to ship in November 2019.
WZK 73950 \$99.99

YY CARD WORLD



ZAFTY GAMES



STARVING ARTISTS

In *Starving Artists*, you are a painter trying to be famous. In the game, painters are the only currency. On your turn, you can buy canvases, paint them or work for more paint. And, at the end of each round, players can put their completed paintings up for sale for more paint and food. The game ends when shortly after someone starves to death or someone manages to paint enough paintings: either in value or quantity. Scheduled to ship in October 2019.

ZAF 1080 \$35.00

FUTURE CARD BUDDYFIGHT

TCG: SOARING SUPERIOR DIETY DRAGON BOOSTER DISPLAY (30)

Double Buddy evolves to gain superior power?! The Double Horus mastered by Alec are transcending! The Double Buddy ability grows even stronger! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW BFESBT06 PI





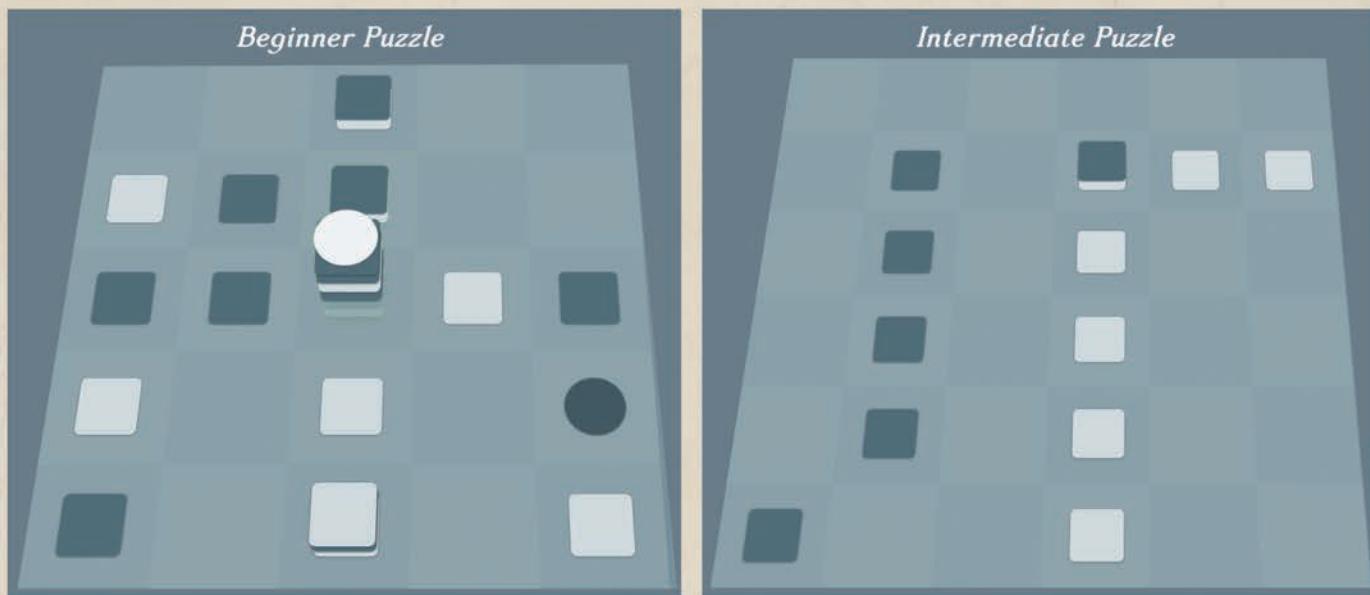
Tak

A Beautiful Game

Presented by the US Tak Association: Monthly Tak Puzzles

In prior months, we began to showcase the depth and variety of Tak by exploring secondary win conditions and board sizes. Last month, we featured two Gaelet puzzles. Gaelet is when your opponent can not change the board state in any way to keep you from securing a flat win in the following turn. We showed an example on a 3x3 board as well as a 5x5 board.

This month we return to Tinue puzzles, on 2 differently sized boards. The beginner puzzle occurs during the mid game, while the intermediate puzzle offers a look at a very early game win.



Solutions will appear in next month's Game Trade Magazine. In the meantime, visit USTak.org for more puzzles, information about *Tak* strategy and the opportunity to connect with other *Tak* enthusiasts!

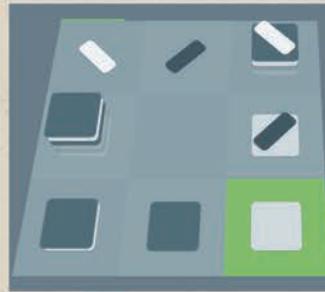


Did You Know?

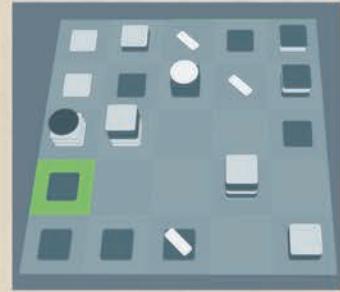
Greater Than Games acquired the publishing rights to *Tak* in May 2019. Greater Than Games is the publisher of *Spirit Island* and *Sentinels of the Multiverse*, as well as many other engaging, richly-themed and highly replayable tabletop games. Greater Than Games is excited to continue supporting the US Tak Association and *Tak: A Beautiful Game*.



September Beginner Solution



September Intermediate Solution



For full move sequences, visit <https://bit.ly/2ZdXfjh> (beginner) and <https://bit.ly/2NklAja> (intermediate).



US Tak
Association

Images retrieved
from PTN Ninja.

asmo play

BUILDING COMMUNITY AROUND GAMING

asmodee USA

The board game hobby is about a lot more than the games. It's also about the sense of connection we get from interacting with other people. When we compete with each other or work as a team, we're telling a story together in real time. Friendly local game stores (FLGS) are the perfect place for these experiences. Helping brick and mortar stores remain a destination for experience new and classic is the main goal behind the new AsmoPlay Program. Asmodee USA's themed casual play boxes allow you to play games at your FLGS and gain access to some unique promo items and experiences.

"We wanted to give people the chance to try our games in a fun, social setting," said Ruby Nikolopoulou, Head of Marketing for Asmodee USA. "It's all about building community events centered around brick and mortar stores."

Each AsmoPlay box is designed around a specific theme. The team at Asmodee USA has curated a selection of games that invoke particular feelings or experiences. Your FLGS can highlight these games as a single game night or an all-day event, depending on what works best for your FLGS' community.



The first Box is named "Adventure." It features exciting titles that take you from steamy jungles to the lands of Middle-earth, to an intense battle below the surface of the sea. The AsmoPlay Adventure Box supports *The Lord of the Rings: Journeys in Middle-earth*, *Nagara*, *Dead of Winter*, *Dice Forge*, and *Captain Sonar*. For each of the titles, there are promotional items that you can get just for participating in a game night event. For example, you can get your hands on extended art Hero cards for *The Lord of the Rings: Journeys in Middle-earth* or a Giggles the Clown survivor for *Dead of Winter*.

The AsmoPlay Adventure Box is available now, but there are many other ones in the works.

"With each AsmoPlay box, we've handpicked the games to make sure the theme stays consistent throughout," said Nikolopoulou.

In September, the AsmoPlay Mystery Box will launch. It features five games that will leave you feeling a little spooked. Titles like *UNLOCK!*, *Choose Your Own Adventure*, *Treasure Island*, *Arkham Hor-*

ror 3rd Edition, and *Obscurio*, will have you thinking several moves head and leave you wondering if you'll be able to solve the puzzles they present. There are promo items or unique experiences for each of the five games in the Box, and the timing works out perfectly for Halloween store events.



Later this year, the AsmoPlay Ingenuity Box will be available. This Box features games that will get your strategic mind working. It includes *MegaCity Oceania*, *Tokyo Highway*, and more. Each game will challenge you to think in a creative way to secure a victory.

The AsmoPlay program helps gamers make informed decisions about their game purchases, but the larger goal is supporting the board gaming community and helping to introduce new people to their local stores.

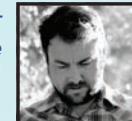
"We are a part of the hobby ourselves and grew up with local game stores," explained Nikolopoulou. "We realize the importance of the face-to-face interactions fans have with a knowledgeable staff that is just as passionate about games as they are."

If you're interested in taking part in an AsmoPlay event, check with your local gaming store and see if they are participating. It is easy to join, and once they do, they will have access to all sorts of exclusive offers. If your FLGS is already hosting AsmoPlay nights, make sure to go out and support the events that they run. You'll have a chance to try out some of the hottest new and classic games from Asmodee USA's distributed studios, meet new people, and pick up unique promos! You'll also be supporting a business that makes playing the games you love possible. A community is as strong at its members.

Asmodee USA will have many more AsmoPlay Boxes to announce in the future, so make sure you keep checking in with your FLGS.

•••

Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of The Daily Worker Placement blog.



VOLCANIC ISLE



CAN
YOU
SURVIVE?



SRP: \$49.99 | SKU: AWG AW04V1

KEYFORGE™

WORLDS COLLIDE

Worlds Collide Archon Deck	KF05a	\$9.95
Worlds Collide Deluxe Deck	KF06	\$14.95
Worlds Collide 2 Player Starter Set	KF07	\$24.95
Worlds Collide Premium Box	KF08	\$39.95

Available 4th Quarter 2019



The Crucible is about to be shaken up in *Worlds Collide*, the third set of KeyForge!

In 2018, legendary designer Richard Garfield introduced the world to a new kind of game, one where every deck is one-of-a-kind and anyone can become a champion. This Unique Deck Game's imaginative design welcomed players to the endlessly diverse world of the Crucible, where ethereal Archons lead teams from three of the planet's great houses in tactical battles of wits and wills for control of the planet's hidden Vaults and their ultimate knowledge and power.

In the first two sets of KeyForge, you have had the chance to explore seven distinct Houses of the Crucible, learning their key characteristics, playstyles, and synergies within each unique Archon Deck. But just when you thought you knew the Crucible, its form has dramatically changed once again. Now, two new Houses join the fray and the world will never be the same!



NEW FRIENDS FROM STRANGE LANDS

Worlds Collide invites you to continue your exploration of the Crucible with a cardpool of 405 cards, mixing in cards from each KeyForge set and introducing two brand-new Houses: the Saurian Republic and the Grand Star Alliance!

The tribes of the Saurian Republic trace their lineage back to dinosaurs placed on the Crucible some sixty-five million years ago. As an empire that is millions of years old, the Saurian Republic is possibly the oldest civilization on the Crucible. Although it has risen and fallen many times in its long history, the Saurians have survived over epochs. Under the leadership of Saurus Rex, first among equals, they live side-by-side with the other peoples of the Crucible to act as a shining example to these "lesser beings." Some argue that the Republic is in decline, but others say that it has simply outgrown its expansionistic, warmongering days. Both physically imposing and cognitively brilliant, these creatures pride themselves on their philosophical debates and technology so advanced that lesser civilizations mistake it for magic.

Standing opposite the long-established Saurian Republic is one of the newest arrivals of the Crucible, the Grand Star Alliance. On their continuing mission of exploration, the crew of the SAV Quantum found themselves falling through an anomalous energy field and crash-landing on the Crucible. Since their arrival, the Alliance crew have built a small city where their polyglot, multi-species community, drawn from dozens of star systems, has managed to survive. Their intrepid crew is aided by advanced technology, including jet packs, ray guns, and the omni-present wrist modules that link each crew member back to the Quantum's central computer. For their part, Captain Val Jericho and her crew



remain dedicated to their mission—boldly going where no man, woman, neuter, or other-gendered-being have gone before!

YOUR GAME, YOUR WAY

Along with this new set of KeyForge comes a wide variety of paths for you to jump into the action, no matter your budget or how you choose to play. As with other sets of KeyForge, in addition to the individual *Worlds Collide* Archon Decks, this set also offers the *Worlds Collide* Two-Player Starter Set, which provides all the tools you need to begin or expand your adventures, including two unique *Worlds Collide* Archon Decks, a Quickstart Rulebook, two poster playmats, and all the keys, tokens, and chain trackers two players need to begin their cosmic clashes.

Alternatively, if you're discovering the Crucible on your own, playing on the go, or just looking for some extra tokens, you will now be able to pick up the *Worlds Collide* Deluxe Archon Deck. This deluxe deck is the perfect first step into the world's only Unique Deck Game. This box gives you everything one player needs to jump into their adventures on the Crucible, including one unique *Worlds Collide* Archon Deck, a Quickstart Rulebook, a chain tracker, three keys, and all the tokens required to begin your battles!

Then, for players who want to take their KeyForge games to the next level, the *Worlds Collide* Premium Box keeps your valued KeyForge components safe and organized. Complete with two unique *Worlds Collide* Archon Decks, five tuckboxes, a new chain dial, a collection of tokens with a box to house them, and a sticker sheet to clearly mark which Houses belong in each of your deck boxes, you'll be ready to conduct your battles with style!

Once you have chosen the option that's right for you, you will be ready to take on the renewed world of the Crucible and join the community at KeyForgeGame.com. Here, you can record your Archon Decks in the Master Vault, track their performance at events, follow the progress of other Archons across the globe, and stay updated on tournaments and event news. As KeyForge continues to evolve, so too will the Master Vault—there is no telling what surprises the Architects have in store!

A SHIFT IN THE STARS

A new dawn is about to rise. The power is in your hands—are you ready to embrace new challenges and explore new corners of the Crucible? Discover new secrets, forge new friendships, and prepare for new battles unlike anything you've seen before!

• • •

WWW.FANTASYFLIGHTGAMES.COM

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By Jennifer Brozek



SHADOWRUN

Between a Corp and a Hard Place, Part 5

SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK

CAT 28000 \$49.99 | Available Now!

Hey Chummers, welcome to part five of "Between a Corp and a Hard Place", the end of an original serial story set in the newly-revised Shadowrun RPG! For more data on the upcoming *Shadowrun Sixth Edition*, check out the *Shadowrun Beginner's Box*, available now!

"... Miss Johnson, and my master, would like to remind you of their offer. 45,000¥ to you each upon delivery. The address will be sent to you soon." With that, the small dragon spirit disappeared.

"Frak, frak, frak!" Lantana put her pistol away. "I'd forgotten about them."

"Doesn't matter," Jannat said. "We're not going to betray the client. That's gonna nuke our rep."

"No no no." The elf shook her head. "No. You do not want a dragon mad at you. They don't just get even. They get satisfied. A corp will forget about you eventually. A dragon...never."

Jannat scowled. "We don't know who Mr. Johnson's client is. Corp is a guess. Could be someone just as powerful."

"I doubt it. Also, I'm gonna live a lot longer than you two. I don't want to be looking over my shoulder for centuries." Lantana tapped Miyuzaki's shoulder. "What do you think? Dragon or corp?"

His commlink lit up with a message; an address on the outskirts of Bellevue. "North Seattle or Bellevue," Miyuzaki murmured. "Let me think about this. Set the Grid Guide to go in a big circle." He glanced up. "My decision is final?"

Lantana and Jannat glanced at each other then nodded.

"I need time. Gotta weigh the options." Miyuzaki leaned back, closed his eyes, and dove into AR.

When he opened his eyes, he was only half-surprised to see Theo in his deck's digital workroom. It was where they'd gone for him to teach the teenager how to reprogram his avatar. "Hello."

Theo was slumped in a corner of the room, his eyes blinking through his drugged state. "Sorry, I didn't ask. Knew it was safe." He waved a silver arm. "Turned off the DocWagon GPS. They can't find us now."

Miyuzaki sat at his workbench. "That's not for me to worry about. The client will deal with it. How'd you get in here?"

Theo didn't seem to be able to keep his eyes open more than halfway. He compromised by shutting one eye and opening the other wide. "Built a tunnel. Where am I going?"

Morphing from his Totoro form to his realistic avatar, Miyuzaki said, "That's what I wanted to talk to you about. We've got two offers on the table. One started the run. The other found us after I met you, and offered us more."

Theo morphed from his anonymous silver avatar into his normal likeness. "Why ask me? Aren't you the bad guys? You killed Walter."

While Theo had asked the question with the suggestion of a smile, it still stung. "I doubt Walter, or the other one, is dead. Just hurt."

"Good. I liked Walter."

"As for why I'm asking you...it's because you're special, and we're pretty sure one of the clients is a corp and the other is a dragon. You walked into our trap because your dad wouldn't give you a



choice about what to do with your life." He gestured between them. "Most of us orks don't get a choice. I wanted to give you one."

Theo asked, "Corp or a dragon?"

"The dragon pays more, and said they wouldn't experiment on you. It's lip service, but it's more than what we've got from the other client. Might not be a corp. Could be some rich guy with an interest in technomancers."

Theo's face went through a series of emotions: surprise, pleasure, cynicism. "What do you think I should do?"

Miyuzaki pressed his lips together and crossed his arms. "I don't know. Either way, I'm afraid you're not going to be your own man for a while."

"I've always wanted to meet a dragon."

"Miss Johnson did say you'd be well-taught."

"Alright. Dragon it is." Theo paused. "Can I come visit you?"

Against his better judgment, Miyuzaki nodded. "Yeah. When you're able to. Just...give me some warning first, okay?"

#

The limo was already waiting in the parking lot of the closed shop by the time the caravaner rolled up. Miss Johnson and the driver got out of the car when Jannat got out of the van. As soon as she was within speaking distance, Miss Johnson said, "Congratulations on your successful run. Your fee is being transferred into your individual accounts now."

Miyuzaki grimaced as a bank alert popped-up in his AR glasses. These people were dangerous. They knew too much about everything.



He needed to make the team disappear. Though, if Lantana was right, it wouldn't matter. The dragon had their number, and that was that.

Theo was fully awake when Lantana and Miyuzaki escorted him out of the van. The teenager smiled at the human woman. "Hi. When do I get to meet the dragon?"

Miss Johnson smiled a tight, pleased smile as she glanced sideways at Jannat. "You'll meet them soon."

"Do I still need this?" He rustled the modified straightjacket. "I turned off my DocWagon implant's GPS."

"For now. Just to be safe." She gestured to the open limo door. As Theo clambered in, Miss Johnson gazed at Jannat. "We'll contact you soon for another task, if that's good with you?"

Jannat glanced at her teammates. Both Miyuzaki and Lantana nodded. "Of course, Miss Johnson. Though, a call or an email would be preferred first, to set up a face-to-face meeting."

"Of course." The woman got into the limo with a nod to the driver.

As soon as the three of them were back in the van, Jannat asked, "Is it a good thing or a bad thing to be in a dragon's contact list?"

"Yes," Lantana answered.

"Figures. What do we do about Mr. Johnson and his client?"

Miyuzaki grimaced. "I have an idea. It'll cost, but it should work."

#

Mr. Johnson glanced up from his coffee as his assistant appeared at his booth. "Yes?"

"A package arrived. It's been scanned and is clean. Do you want it now?"

"Who's it from?"

The man smiled a knowing half-smile. "Anonymous."

"Fine. Bring it here."

The assistant disappeared, then reappeared with a small pen-sized box. The man set it on the table then retreated to give his boss privacy, but remained close enough to be available as needed.

Mr. Johnson eyed the box then opened it. Within, he found a credstick and a typed note: *Target was extracted before we got to*

him. *Whereabouts unknown. Next time.*

With a laugh, he picked up the credstick and thumbed the small display. 15,000¥ showed. "Amateurs," he scoffed. "But sets a nice precedent."

As soon as he set the empty box aside, his assistant retrieved it. "All is well?"

"Yes. Business as usual."

#

Miyuzaki pulled out of the café's security camera and audio system. He nodded at his teammates. "We pulled it off. He took the bait. Thinks we're amateurs for returning the upfront nuyen. Didn't think twice about the failed run."

"Thank frak for that." Lantana sighed.

"Well," Jannat mused, "I guess, sometimes you can deal with a dragon."

"I don't want to make a habit of it." Miyuzaki knew, though, they didn't really have a choice in the matter. When the dragon wanted them again, it got them. At least for now. "Let's celebrate. We did it: navigated competing Johnsons, completed a successful mission, got paid extra, and lived to run another day."

•••

Jennifer Brozek is a wordslinger and optimist, an author and an editor, and a collector of antique occult literature. She believes the best thing about being a full-time freelance publishing industry professional is the fact that she gets to choose which sixty hours of the week she works. Visit her at jenniferbrozek.com



LIGHTNING STRIKES TWICE

DESIGNING MUNCHKIN



MUNCHKIN: WARHAMMER AGE OF SIGMAR

SJG 4484.....\$29.95 | Available November 2019!

When we announced *Munchkin Warhammer 40,000* at GAMA in 2018, we were gratified at the strong positive response from distributors, retailers, and customers. Everyone else seemed to see the same strong potential in this crossover that we did. (Once again, I want to thank the whole team at GW for going above and beyond in their support of our efforts. These games would not be nearly as great without your help, and to have your backing from the start was crucial.)

As we revealed more about the new game and our expansion plans, and we saw excitement continuing to grow among fans of both *Munchkin* and *Warhammer 40,000*, we started to wonder whether we should extend our plans to a *Warhammer Age of Sigmar* game, too.

You're reading this, so you can guess what our decision was...

MAKE IT EXACTLY THE SAME, JUST DIFFERENT

I started designing *Munchkin Warhammer Age of Sigmar* by thinking about compatibility with *Munchkin Warhammer 40,000*. I knew that crossover games were inevitable, so I wanted to keep the mechanics as similar as possible. That meant keeping Armies instead of Classes or Races, both Undead and Chaos monsters, and so on. I did make one change: where *40,000* has Vehicles (some of which are animals), *Sigmar* has Steeds (some of which are vehicles). Mechanically, they work identically, but Steeds seem to fit the fantasy feel of *Age of Sigmar* better than Vehicles do. (Both Steeds and Vehicles are already found in other *Munchkin* games, where they also work identically. This is a situation we've faced before.)

We also decided to use the same card front designs to show that these games are intended to work together if you want. The *Age of Sigmar* cards have different backs from the *Warhammer 40,000* cards, but the art is similar. Fans who want to keep their games "pure" never have to mix them, but fans who want to try the blend can do so very easily.

With those decisions made, I had the skeleton of the game in place, and it was time to start writing.

THE BATTLE OF SIX ARMIES

Like *40,000*, I wanted *Munchkin Warhammer Age of Sigmar* to have six Armies, three copies of each. This is one place where *Age of Sigmar* worked in my favor. *Warhammer 40,000* has a lot of different



factions, many of which operate on their own or allied only loosely with others, plus the vast armies of the Imperium and Chaos. That gave me a lot of creative freedom but also meant I had a steeper learning curve.

Warhammer Age of Sigmar, by contrast, has four Grand Alliances: Chaos, Death, Destruction, and Order. Every army in the game serves one of those four groups. This gave me more initial structure, since I wanted each Grand Alliance to be represented in the game. From there, it was a matter of picking those six Armies so that they showed off a

variety of concepts and were distinctly different from the Armies in the *Munchkin Warhammer 40,000* game. It's up to the fans to tell us how well we did, but our playtest feedback has been positive! Better yet, we're able to carry this idea into further development—it is not a coincidence that the expansion titles are *Death and Destruction* and *Chaos and Order*.

MINDING THE GAP

As I started developing *Munchkin Warhammer Age of Sigmar*, one of the things I realized was that there was a fair amount of overlap between *Age of Sigmar* and *Warhammer 40,000*, with several of the deities and really big, scary monsters found in both games. I had already used many of them in the *Munchkin Warhammer 40,000* game and expansions — there are well over 70 monsters in that series! — so I had to make sure I wasn't duplicating them in *Munchkin Warhammer Age of Sigmar*. Luckily, the gear and the armies are very different between the games, so those didn't pose a problem. In the end, other than the cards I wanted to duplicate because they're common to most *Munchkin* games (*Cheat!*, *Wandering Monster*, *Loaded Die*, and so on), I completely avoided reusing a card name from *Munchkin Warhammer 40,000* in *Munchkin Warhammer Age of Sigmar*.

Almost.

One duplicate card name slipped through, in the end. But that's one out of over 500 cards; I think I can live with that.

SO NOW WHAT?

We published two expansions and two accessory products for *Munchkin Warhammer 40,000*. Could we do any less for *Munchkin Warhammer Age of Sigmar*? I guess we could, but that doesn't seem fair to all the *Sigmar* fans out there. Watch for announcements of more *Age of Sigmar* fun coming in 2020!

•••

Andrew Hackard has been the *Munchkin* Line Editor at Steve Jackson Games for over a decade. It doesn't seem like nearly that long. Probably some weird effect from the Mortal Realms. He can be found on Twitter at @RedPenOfDoom.

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NIGHTMARE FOREST ALIEN INVASION



NIGHTMARE FOREST: ALIEN INVASION

SRF 0301 \$29.99 | Available Now!

I remember it like it was yesterday.

The running. The screaming. The sickening smell as undead animals rampaged through the forest, killing everyone unlucky enough to choose that night for a campout. I barely made it out alive.

It seemed like everything was going to be all right. The military swept in and cleared out the undead. We thought it was over. Just some freak thing.

But it wasn't yesterday.

Even though I wake up every night drenched in sweat, fingers gripping the memory of a bloody katana and the horrific smell of death in my nostrils, memories fade. No one talks about it anymore. People want to forget. They need to. But they weren't there.

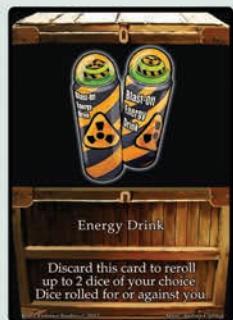
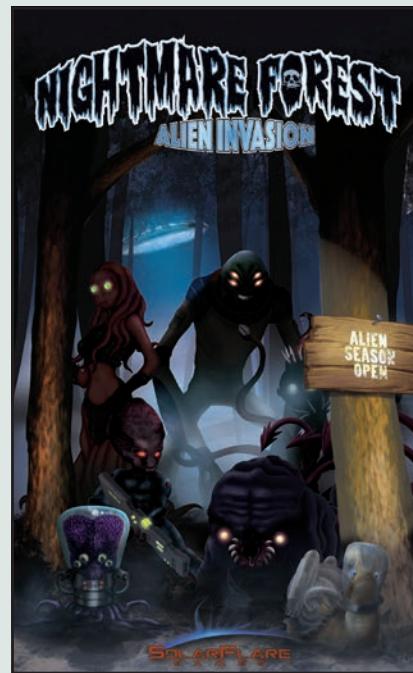
It's been a year since hell broke loose in the forest on the edge of my town. And something is out there again.

Lights bubble up from the trees. If you blink, they're gone. Sometimes a dim green glow peeks out from between the clouds. You can't really see it if you look straight at it. You have to be looking somewhere else, but it's there.

No one believes me. No one thinks it could possibly happen again. This time feels different. It am starting to suspect it is not the undead. It's something else. A tingling feeling at the back of my neck. A vibration in my chest. Something is out there. It's coming for us. For me. I am not sure it's from Earth.

I haven't mentioned that last bit to anyone else yet, they wouldn't believe me anyway. They'll find out soon enough.

I'm going to have to go back into the forest, and I'm going to need help. I've found a couple of people to join me. They're misfits, mostly: conspiracy theorists and Sasquatch hunters. The tinfoil-hat brigade, ready to venture into the unknown.



They think it's all a big joke. Like, we'll go out there and stomp around a bit. Maybe set up a Geiger counter or wave a metal

detector around for a while, then drink some beer and swap our stories. In the morning we'll hike out with nothing more than some mosquito bites for our heroic foray into danger.

I'm not sure they're ready for the kind of mosquitoes we're likely to find.

Even they'd think I'm nuts if I told them the truth. But I've seen one. Two nights ago I woke up with my throat sore from screaming, and the green light was glowing outside my window.

There was a face in my window. Tan and wide, with a flat nose and a pair of huge green eyes. It stared at me without blinking and I was frozen to the spot. I think I'd still be there just staring, locked in its blank green eyes if the neighbor's beagle hadn't started yapping its head off. The eyes closed and I sucked in a breath. When I looked back, the thing was gone.

I just know they're coming for all of us, from whatever planet spawned them. We are all that is standing between them and our town. If we don't stop them here, no one will ever stop them.

So we're going. Tonight. There's no one for me to kiss goodbye now. No one to wonder where I went if I don't come home.

If I survive the night, I'll burn this note.

If you're reading it, I've probably failed...

... or you may be able to join us and help save the planet.

Nightmare Forest: Alien Invasion (SRF 0301) is a 1-6 player cooperative card and dice game that pits all the players against the alien horde and time.

You and your friends work together to defeat all the aliens infesting the forest before time runs out and they finish summoning their fleet and subjugate earth. Using your wits, weapons, gear and dice; you slash, blast, chop and beat all of the aliens and save the planet.

Tin foil hats will not save humanity, but maybe you and your friends can!

- The Lone Survivor

...

PLANET APOCALYPSE

Humanity nears extinction.

It is up to your tattered band of champions to save the world!

HELL HAS RISEN

Planet Apocalypse is an exciting co-operative game for 1-5 players. You are post-apocalypse heroes confronting the hordes of hell! Every game is different, and every game is tense, as you battle demons from the circles of hell, and in the end strive to take down their demon lord! Send Hell back whence it came!

IN STORES NOW!

STARTROPOLIS

A 3D SPACE STATION BUILDING GAME



IN STORES NOW!

A 3D Space Station Building Game

Startropolis is a modular 3D space station game for 2-4 people. Each turn, players buy modules and connect them to the existing space station. This creates revenue, and allows them to purchase more modules. The player with the most credits at game end wins.

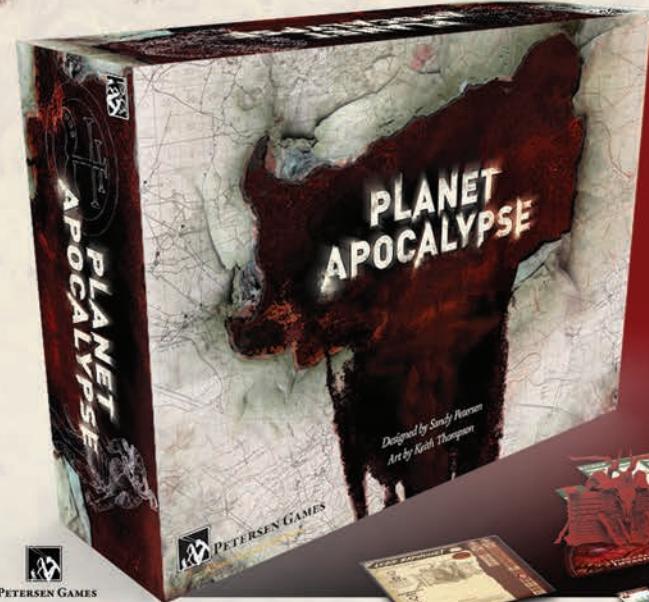


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PLANET APOCALYPSE

ALL ABOUT DICE



PETERSEN GAMES



SO, WHY ARE THE DICE SO PLAIN?

The dice are simple solid colors. Nothing fancy, like Q-Workshop's tribal dice, or Steve Jackson's Cthulhu dice. Why? Because we are going for *functionality* here.

This is not just theory either. You see, when we playtested this game for the last 18 months, we obviously didn't have the official dice, so I just used dice from my collection. Naturally, they came in all the colors of the rainbow. Some were even multi-colored.

Almost every time someone rolls dice, there are adjustments. Someone helps you, so your d6 grows into a d8. Every time you roll for a demon attack it's a different number and often type of dice. So, you can't just grab your hero's dice and plop them in front of yourself and use them. You need to swap them out.

This meant in our playtests every time dice were rolled, someone had to poke through the dice pile looking for one last d10, and the less experienced players had trouble telling the difference between d8s, d10s, and d12s (d4s & d6s were easy though).

By making the dice flat easy-to-read colors it's super-simple to grab the dice you need. If you need a d8 and a d10 for your attack, it's super-easy just to grab a green & a blue die from the pile that Gilberto selfishly amassed in front of his seat.

PLANET APOCALYPSE
PTG PA.....\$99.99 | Available November 2019!

Planet Apocalypse is an exciting cooperative game for 1-5 players. You are post-apocalypse heroes confronting the hordes of hell! Every game is different, and every game is tense, as you battle demons from the circles of hell, and in the end, strive to take down their demon lord.

This game features an upending variety of game play, with strategies and tactics changing every time. The demon figures in this game are huge, with miniatures a true 28mm scale, and demons up to 104mm!

We also didn't pick the colors arbitrarily. They are assembled in such a way that colors that COULD be confused are on physically distinct dice. For example, if you have green-red colorblindness, blue and purple are sometimes difficult to distinguish. Well the blue & purple dice are the d10 and d6 which are really easy to tell apart via shape. And, of course the d12 is almost black, making it really easy to tell apart from the d10, which is a sort-of-similar shape. The d10 & d8 are similar in shape to the untrained eye, but their colors, green & blue, are easily distinguished by almost all color-blind types.

HOW MANY DICE DO I NEED?

Let's break this down. You have – by now, I'm sure – noticed that there are six dice of each type in the dice pack. No doubt part of your brain is thinking, "Those lazy bums. Why didn't they carefully parse how many we'll need instead of just dumping six of each type?"

Good question; let's look at the individual cases.

THE FOUR-SIDED DIE - only humans (and Chthon) roll the d4s. Sometimes a human might roll 2d4 (Chthon frequently rolls 4). Every human needs a d4 by his seat all the time for Recruiting anyway, so we give you 6. This way, a human who rolls 2d4 for his attack can have the extra die available, even in a 5-player game.





THE SIX-SIDED DIE - the Larvae roll these. While in theory 10 Larvae could be in one area all rolling dice, this never happens in practice. They are divided among several areas, and by the time they get to attack, 1-2 have always been killed off. So really 6 is the upper-level of what you'd ever need. I'm trying really hard to think of a time we needed more than 6d6 for a Larvae attack and cannot remember it happening in all 18 months of prototyping and playtest.

THE EIGHT-SIDED DIE - these are rolled by humans (who never need more than a few), some 4th circle demons, and some demon lords. The demon lords roll six, so we give you 6d8 to handle this situation.

THE TEN-SIDED DIE - most of the lesser demons roll these. However, more than 6 doesn't really happen. You might have 2 cacodemons in an area, who would roll 6d10. Rarely (or with the Gehenna legion) you might find 3 fiends, who again roll 6d10. The theoretical maximum of Grylluses in an area is 6, so they won't bust the limit. And, of course, a number of demon lords roll 6d10. Really, the only way to need more than six d10s is if you somehow get all four fiends in the same area. In that case you have bigger problems. Or if you have a really big Argus attack with a ton of minions.

THE TWELVE-SIDED DIE - Plenty of demon lords roll d12s and of course they "only" ever need 6. It's theoretically possible to need more with Chthon, but I doubt it.

WHAT DO I DO WITH THE RED DICE PACK?

As I see it, the red dice pack has two prime functions.

1. As game owner, you can bogart the red (or blue) dice pack and tell your gaming buddies, "Okay, you parasites - THESE dice are mine, you guys get the other color." Then you always have all the dice you need, and they are easily distinguished.

2. You can set aside the red dice and say "We use these for the demons. The blue dice are for us." There are enough blue dice that everyone will have enough most of the time. After all, humans don't roll as many dice as the demons. You still may have to swap dice (or borrow a demon die) from time to time.

WHY CAN'T I BUY MORE DESPAIR DICE?

Because the number of Despair Dice (12) is a hard game limit. It's integral to the late-game that 12 is the cap. "But Sandy!" I hear you plaintively, "What if I lose a die?" Well, heaven forbid, but if you do, just use a normal d6 in its place, reading a 1-3 as the First Circle icon, 4-5 as the Second Circle icon, and 6 as the Third Circle icon. It works fine. How do I know? We did just that for many months on end.

Another solution, if you own the *Cthulhu Wars* custom dice, is to grab a custom Cthulhu battle die and use it as a replacement. You don't REALLY need 20 of them in *Cthulhu Wars*, after all, and it has the same numbers of faces as the Despair Dice (3, 2, 1). I guess I'm in a rut design-wise. Either that or I've struck gold and am still mining it. You be the judge.

•••

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game Call of Cthulhu, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including The Gods War, Evil High Priest, and the much-admired *Cthulhu Wars*.





By Green Ronin Publishing

MODERN AGE

age Story Hooks With Threelfold

GREEN RONIN PUBLISHING

MODERN AGE RPG: THREELFOLD

GRR 6306 \$39.95 | Available September 2019!

One of the best ways to generate story hooks for any RPG is to base them on the typical springboards for adventures: Non-player character actions and needs, locations, strange phenomena, and traditional mysteries. Designed for Green Ronin Publishing's *Modern AGE* roleplaying game, *Threelfold* takes place across planes with varying properties and denizens, so these inspire stories too. Here's a set of story hooks based on material in the *Threelfold* setting book, explained and numbered for optional random generation — roll 1d6 for the category, then another d6 to find a specific hook.

1: NON-PLAYER CHARACTER ACTIONS

1. A cyborg assassin is hired by Accelerators: cabals of extreme scientists who break secret rules limiting advanced technology.
2. An arcanist ally's magical experiment goes awry, trapping them in a pocket dimension. Arcanists — wizards — are common in the Otherworlds beyond Earth.
3. A Kryptenia hacker uses an AI to influence an election. The Kryptenia is an interdimensional crime syndicate ruled by powerful digital intelligences.
4. An Inimical warlord launches a campaign to conquer the Vitane, an interplanar democracy which keeps the peace on hundreds of planes. Inimicals are denizens of hellish Netherworlds and might be called demons or by the uninitiated.
5. The ghost of a dead enemy returns. Ghosts exist in *Threelfold*, and the varieties of the dead are covered in *Enemies & Allies*, the next book for *Modern AGE*.
6. An exiled god returns to their home plane, but their great grandchildren don't want to give it up. In *Threelfold*, gods called Hierarchs, once ruled many planes, and their demigod descendants now rule a multiplanar Divine Empire.



2: NON-PLAYER CHARACTER NEEDS

1. An orphaned dreygur asks for help finding their long-lost parent, who turns out to be in thrall to Inimical forces. The dreygur are a people with tough, coarse, demonic features who are indigenous to the Netherworlds but can be found elsewhere.



2. Two Optimates — the genteel term for demigods, in *Threelfold* — from warring houses fall in love and need help to be together. This classic "Romeo and Juliet" hook connects to the Divine Empire mentioned earlier.
3. The rough location of an ancient tome of powerful magic has been revealed, and the Vitane asks the characters to acquire it before their enemies do. Complicating this is the fact that the Vitane ethics prevent characters from stealing or killing to get it.
4. One of the Peridexion's leaders is an Alter duplicate: a version of the leader from a parallel Earth, sent as a spy. The characters must figure out who it is. The Peridexion is Earth's secret government, which uses futuristic technology to keep the peace and control the world's pace of development.
5. Refugees from a dying plane request asylum on Earth but attract their enemies. Dealing with these problems falls to the Peridexion's paramilitary wing, Aethon. Aethon cyborgs are often player characters in *Threelfold*.
6. An old friend reveals they owe a Kryptenia bookie for a string of lost bets. These can only be paid in souls, a tradeable commodity in *Threelfold*.

3: LOCATIONS

1. A font of kanna, the energy of creativity that powers magic, becomes the center of a vicious battle over its resources. Kanna is hard to come by on Earth, and carefully conserved by arcanists there.
2. A haunted house magnifies psychic powers and attracts ghosts from all over. Such things are called occult phenomena in contrast to arcane phenomena, as occultists can channel mental energy through rituals, while arcanists use brief spells.

- The underground lair of a reality-cracking entity from the Fellwar is exposed. In *Threefold*'s history, the Fellwar was a struggle for all the souls in the Metacosm.
- An office building won't let employees leave and forces them to work nonstop. This could take place for a number of reasons, from a geomantic nexus focusing magical energy to a deliberate plot.
- A dead god's cloud citadel is filled with their secrets and the traps they left behind for the unwary. Many gods left such places abandoned millennia ago.
- Trapped by an Alastor in its labyrinthine home, characters must avoid the hunters it has set upon them. Alastors are *Threefold*'s demon princes, holding together their Netherworlds with malicious force of will.

4: PHENOMENA

- A plague leaves its victims weak and susceptible to spirit possession. Magical diseases often come from the Otherworlds.
- A planar gate changes its destination when certain esoteric criteria are met. Gates connect the myriad planes of *Threefold*, and while most are stable, some respond to stimuli and change their natures.
- The mystical backlash from an Alastor's death rips holes in reality and shunts souls into the Sentium, astral space between the planes.
- Storms cause massive EMPs and tune radio stations to eerie broadcasts from alternate Earths. Aethon agents might be called to investigate.
- Recurring nightmares plant subliminal commands in dreamers' minds and bestow spontaneous psychic powers.
- Floating sky islands on a Vitane-controlled Otherworld start crashing to the ground. Are Divine Empire saboteurs responsible?



5: MYSTERIES AND CRIMES

- A god has died. This is uncommon.
- Characters undertake a plane-hopping heist to steal a valuable soul from an Alastor. Alastors and other Inimical forces prize souls.



- Unexplained symptoms afflict explorers returning from another plane, but it looks like an introduced toxin, not a disease.
- Kidnappers seize and ransom a child who can't control their budding psychic powers. In *Threefold*, the child might be of interest to psychic guilds, who regulate and nurture such power.
- On an alternate Earth, hacked android police do the bidding of unknown hackers. Local law enforcement may request help from Aethon — their own version, or one from the "real" Earth, also called the primeline.
- The dead are rising... and so are local bits of scrap and machinery bound to human shapes. They're all robbing banks. Such things are "Walkers," automata requiring spells from a skilled arcanist.

6: PLANAR QUIRKS

- A plane where everyone's dreams come to life each night. These might be wondrous dreams in an Otherworld, or nightmares in a hellish Netherworld, both varieties of planes in *Threefold*.
- A plane where denizens compete to win immortality in a series of painful "games."
- A plane where everyone has a malicious doppelgänger.
- A plane where people and machines have merged in a symbiosis they want to spread to every world. This is most likely an alternate Earth, as technology usually functions erratically on other types of planes.
- A plane where physics are governed by the mood swings of its natives. This is almost certainly an Otherworld: a plane where magic is dominant and natural laws are loosely defined.
- A plane where everyone becomes an undead zombie by age 20, and older visitors are considered blasphemers who defy the God of Death. This is probably one of the dark planes called Netherworlds but could be another plane infected by a disease or curse.

AND BEYOND

These hooks demonstrate the breadth of storytelling possible in the *Threefold* setting. Other inspirations can be found in *Enemies & Allies* a book of NPCs and creatures designed for compatibility with *Threefold* but suited to all Modern AGE campaigns. Go forth!

•••



PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #16 - BASECOATING



Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

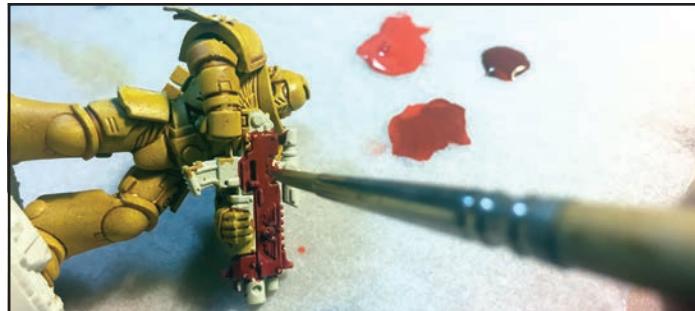
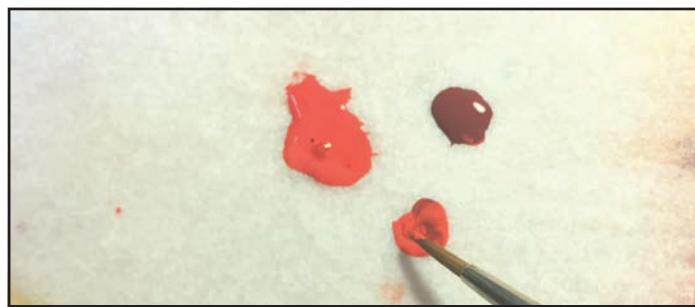
You can also see Dave painting live each week on our Game Trade Media FaceBook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Gretchen, and occasionally by other painters who each bring great painting advice and their own style to the table.

NEATNESS IS THE KEY TO A GREAT PAINTJOB

Painting miniatures can often seem a bit daunting. There are a lot of different techniques that you might feel you need to learn — drybrushing, shading, wet-blending, and so on. All of these techniques can eventually help you achieve amazing results, but at the heart of it all is the simple, neat basecoat.

When you are first starting out on your painting adventure, it is important to become comfortable with applying smooth, even layers of paint, and with what some call "staying inside the lines". At its most basic level, painting miniatures is like coloring in and, in some cases, color-by-numbers. At this level, you'll be increasingly happy with your painting the more time you spend on making sure your painting is neat, and your colors meet where they're supposed to. Techniques that add depth and highlights are all well and good, but when applied over a sloppy basecoat, they aren't going to enhance your miniature.

So, to begin the neatness practice, I recommend you focus on painting miniatures that have a reasonable number of colors (five or six) and carefully apply the paint in smooth strokes. If your paint feels a bit thick, mix a little bit of water with it on your palette (which could be a ceramic tile, a small plate, or a wet palette) and apply it carefully to the model using just the tip of the brush. Be careful not to overload your brush, as it becomes more difficult to control. If you have done any interior house painting you'll know that "cutting in" the corners is important for that neat look. Painting your miniatures is just the same.



1

To achieve a nice, bright look, an undercoat of white is great. The lion, slashes, and uniform trim were painted first with Citadel Averland Sunset.

2

Continuing the idea of applying the light colors first, this face was painted next with Vallejo Game Color Dwarf Skin.

3

Next, a 4:1 mix of Vallejo Game Color Bloody Red and Vallejo Model Color Burnt Red was painted on to the uniform, being careful when painting around the yellow..

4

Everything else was then painted black. Black works much better as a basecoat underneath metallics, and also helps tidy up any slips with the red.

5

The sword blade and armor was then painted with Army Painter Gun Metal.

6

Finally, the hilt, pommel, shield trim, and shield boss were then painted with Vallejo Game Color Glorious Gold.

SIMPLE PAINT, SIMPLE BASE

These Lannister Guardsmen (from CMON's *A Song of Ice and Fire* game) were all painted at the same time, and given a simple, brown paint job on their base. In a future article we'll discuss more elaborate basing techniques.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



KEYFORGE: AGE OF ASCENSION TWO-PLAYER STARTER SET (FFG KFO4)

From Fantasy Flight Games, reviewed by Eric Steiger

	14 & Up		2 Players
	15 - 45 Minutes		\$24.95

If you're already familiar with Keyforge and just want to know what's new in this set, skip to the last paragraph. But this expansion was my first experience with the game, so I'm covering it as someone who hadn't played the *Call of the Archons* initial set. And what an experience it is! Keyforge is the first Unique Deck Game, and what that means deserves a little digression. Every deck of Keyforge is unique and unchangeable, with all 37 cards in the deck having the same unique card back. Each deck is made up of 3 out of 7 possible Houses, with 12 cards each (and your Archon card), and cannot be modified.

Playing Keyforge is a chaotic, but straightforward, experience. On your turn, you may pick one of the three Houses in your deck, and those are the only cards you can play from your hand, use, or even discard on this turn. Then, you do all of the playing, using, and discarding you want, in any order. Creatures in play can be used to "reap" Aember, which are the key to victory. If you begin a turn with 6 Aember, you automatically forge a "Key", which does nothing but propel you 1/3 of the way towards victory. You can also use your creatures to fight your opponent's creatures, causing them damage (and potentially removing them from play) and receiving damage in return. Other types of cards include artifacts, upgrades, and action cards. At the end of your turn, you draw back up to 6. The restriction on only playing and using cards from one House per turn creates a fascinating dynamic. You may build a huge and deadly board on one turn, but that means you played all the cards from that House that were in your hand, so using those cards next turn means foregoing adding anything more to your board. This mechanic only works because every deck is divided exactly evenly among the three Houses, and wouldn't balance in a game that allowed customization.



If the game sounds like a relatively simplified version of the most popular trading card game in the world, that's probably not a coincidence. It's also by Richard Garfield, and he has said in a design diary that his intent was to create a game that played like Magic used to, back before net decking, restricted lists, and chase rares. In Keyforge, you crack open a deck and play it against someone else who has done the same thing. Are decks perfectly balanced against each other? Not even remotely. In casual play, you address imbalance by swapping decks and playing again. In organized



play, Fantasy Flight Games has adopted an innovative handicap mechanic, wherein you must register a deck on their database to use it in a tournament. The winningest decks receive "chains", lowering the starting hand size and handicapping the deck. If a deck continues to win despite increasing amounts of chains, eventually it is forced into retirement.

The 2-player starter box has some nice goodies in it, including tokens for keeping track of wounds, Aember, power modifiers, and conditions, but the fact of the matter is that you can use generic tokens for all of these things if you want to just spend the money on more decks. And you very well might, because the game is addictive. Examining a new deck for potentially awesome interactions is almost as fun as trying to achieve them. While the 2-player box says a game takes 45 minutes, you should set aside at least an hour for your first games, as analysis paralysis is going to be an inevitable component of your early play.

Age of Ascension is the second set for Keyforge, but the decks are fully compatible and balanced against the existing *Call of the Archons* set. Ascension adds 204 new cards, with some new keywords, including the alpha and omega restrictions (requiring that a card be either the first, or the last, you play on your turn), requiring you to carefully evaluate how to get the most out of powerful effects, as well as the deploy ability, allowing you to play a creature into any spot on your battle line, instead of just on a flank. The Ascension decks are fully backwards-compatible with earlier decks, so you can play new against old and vice versa. As a new player just starting with this set, I didn't feel like I was missing anything by starting with the new set as opposed to the old.

•••

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CARCASSONNE: EXPANSION 9 - HILLS AND SHEEP (ZMG ZM7819)

From Z-Man Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



7 & Up

2 - 6 Players

30 Minutes

\$17.99

This is the ninth expansion that Z-man Games has produced for the Carcassonne game. Selfishly, we were very glad to be able to review it, since it was the only expansion that we did not have! We are huge fans of Carcassonne already, but we love when an expansion comes along that changes up the base game. What is also quite cool is you can play with multiple expansions at the same time if you like — it can make the game a bit more complex, but allows the game to be different each time you play. We are guessing that most game-loving folks have played Carcassonne at least once in their lifetime, but in case you have not, we will also discuss the base game first and then explain what "Hills & Sheep" brings to the table.

CARCASSONNE BASE GAME

Carcassonne is a tile placement game that is very easy to teach others to play. Each player gets a set of meeples in a particular color. A scoring track is placed on the table where each player places one of their meeples on the zero mark. The goal of the game is to have the most points at the end of the game. Seventy-two tiles come with the base game. One of them, the designated start tile, is placed in the middle of the table to start the game. The rest are shuffled face-down for players to pick from throughout the game. On your turn, you simply draw a tile and place it on the table, matching up against other tiles and trying your best to score points! The tiles are used to build the world of Carcassonne and contain land, cities, monasteries and roads. Points are received many different ways:

- Place a tile with a road — place your meeple on the road to claim it. When the road is finished (has a start and end) you gain 1 point for each tile on that road. When you score it, you take your meeple back and can use it to claim something else on a future turn.
- Place a tile with a city part — place your meeple on the city to claim it. When the city is complete (surrounded by land for example) you collect 2 pts for each tile in that city, and a bonus 2 points for each coat-of-arms that may be on those tiles. Again, when you score it, take back your meeple for future use.



- Place a tile with a monastery — place your meeple on the monastery to claim it. Once the monastery is surrounded by 8 other tiles you get 1 point per tile including the monastery for a total of 9 points, and you take back your meeple.
- Place a tile with land — place your meeple on the land but you lay it down flat — you are claiming the land as a field. However, with a field you don't collect any points until the end of the game, at which time you score 3 points for every completed city in that field. Other players can try and "steal" your field by placing a meeple on a tile with an unconnected field, then later connect them — in this case the person with the most meeples in that field gets the points. If tied, neither player gets the points. Alternatively, if you decide they all get the points it will not really matter as it gives them both the same amount.

Once all the tiles have been played, final scores are calculated. For each incomplete road the person who claimed it still gets 1 point per tile. For each incomplete city the person who claimed it gets 1 point per tile, plus 1 point for each coat of arms. For each incomplete monastery you get 1 point per tile that surrounds it, plus a point for the monastery itself. Last, you score the farm fields using the scoring from #4 above. Whoever has the most points wins the game!



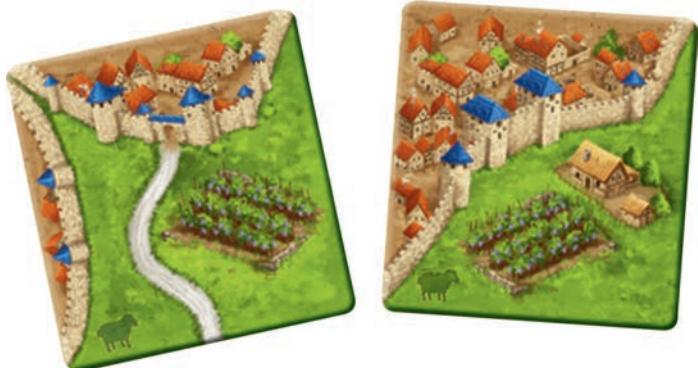
HILLS & SHEEP EXPANSION

This expansion adds 18 new land tiles, 18 flock tokens and 6 shepherd meeples that match the colors of the base game. You start by mixing the new land tiles into the base game and giving each person a shepherd in their color. The 18 flock tokens are put in a bag and mixed up. Most of these tokens have images of sheep (1, 2, 3 or 4 sheep), but some have a wolf on them! The game is played the same as above with the following new rules for the tiles:

- When placing a land tile, instead of claiming the road, city etc. you can place your *shepherd* on the field part. When you do this, you immediately draw a flock token in the hopes of getting sheep. If you do, place it next to the shepherd. On future turns, if you increase the size of your field you can either: 1) Pick from the bag again in hope for more sheep OR 2) Guide them to a stable which basically means scoring 1 point per sheep, placing the tokens back in the bag, and taking your shepherd back to use again on another turn. If for any reason you pick a wolf out of the bag, your entire flock goes back into the bag and you get your shepherd back with NO points at all. At the end of the game, you do not get any points for any sheep you have not put in a stable. The sheep are basically the "press your luck" part of the game: Do you take a risk by trying for more sheep and points? Or, do you play it safe by collecting fewer points for the sheep you have?



- There are tiles with a *hill* on them. When you place that tile, you immediately take another tile and put it underneath before you place the hill tile. You do not look at the tile underneath at all. This does eliminate some tiles from the game, possibly hiding a piece you may have hoped for. You can still play a meeple on a part of the tile like normal, but the advantage of the hill tile is that for any reason another meeple connects with you on a road, city, field etc. the hill is a tie-breaker while scoring points!
- There are new tiles with *vineyards*. Placement works the same as the base game; however, if you place a vineyard around a monastery and score that monastery, you will receive three extra points for each tile with a vineyard!



This expansion brought a lot of fun into the base game. We especially enjoyed the press-your-luck mechanic with the sheep, as well as trying to get vineyards around monasteries or placing a monastery next to a vineyard, to gain all of those extra points.

The rules actually give you more details for combining this expansion with other expansions, and since we have all the other ones, we look forward to combining *Hills & Sheep* with them!

Check out Z-man games website for a list of all the other expansions, too!

•••

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



POP! FUNKOVERSE STRATEGY GAME (FNK STL136589-94)

From Funko Games, reviewed by John and Issac Kaufeld

	10 & Up		2 - 4 Players
	20 - 60 Minutes		PI

Almost anybody in pop culture fandom immediately recognizes a Funko Pop! figure thanks to its big head, big eyes, and little body.

So it shouldn't surprise anyone that when Funko decided to get into the tabletop gaming world, they shrank their famous figurines into oversize game pieces. Their *Funkoverse Strategy Game* line is an accessible and engaging miniatures game designed to appeal to collectors, pop culture fans, and family game lovers. In short, just about anyone.

There's plenty to talk about, so let's dive into the top five things you need to know about the *Funkoverse* series.

A BASIC MINIATURES GAME

At its heart, each *Funkoverse* title is an easy-to-play miniatures game. Players start each scenario (more about those in a moment) on opposite sides of a themed map marked with a grid of squares, often with goal tokens or other markers spread around the board.

Each character has a set of basic actions available such as moving, assisting, challenging, and so on. Figurine characters also get special abilities plus they can use items.

BASE SETS AND "EXPANDALONES"

The first group of games in the line focuses on four pop culture franchises: *Batman*, *Harry Potter*, *Rick and Morty*, and *The Golden Girls*.

The games come in two configurations. The base set contains four character figures and two items, plus maps, cards, tokens, and everything else you need for two to four players. The first wave of games includes a *Batman* base set with Batman, Batgirl, Joker, and Harley Quinn, and a *Harry Potter* base set with Harry, Hermione, Voldemort, and Bellatrix Lestrange.

The smaller "expandalone" include two character figures, one item, and the rest of the goodies. Two players can enjoy these games right out of the box, or they can be combined with other expandalone or base sets.

TWO KINDS OF CHARACTERS

Each boxed set includes two kinds of characters for players to use in the scenarios. Naturally, the 3" Funko Pop miniature figurines dominate the game board because, frankly, they're adorable.

Every star needs a supporting cast, so that's where the basic character tokens come in. Each set includes some generic helpers that match the set's theme. For example, the *Harry Potter* set has Death Eaters, while the *Golden Girls* include a "gentleman caller." These tokens act as playable characters, but with fewer abilities.

EASY MOVEMENT AND SIGHT

As characters move in the game, they can use any combination of straights or diagonals, as long as nothing is in the way. Characters can see others on the board by following an imaginary line from the center of their square to the center of the other square.

The visual design of the maps makes it incredibly easy for new players to figure these things out. The designers extended wall edges slightly beyond the grid intersections. This simple design decision makes it clear whether a character can move or see around a corner. (The answer, by the way, is no they can't because the last edge of the wall is in the way.)

ROLLING THE DICE

All attacks and defenses are settled by rolling several custom dice and comparing results. The dice are marked with comic book-style artwork of three bursts, two shields, and a triple exclamation point.



For attacks, the bursts count as a single success and the exclamation points as three successes. Likewise for the defender, the shields are one success and the exclamation points are three. The attacker wins a challenge if they have more successes than the defender.

MIXING AND MATCHING

Since all of the games share the same system, you can mix and match characters, items, and map locations to make some hilarious combinations. (My apologies to any licensing people who just passed out at the thought of Harley Quinn wielding *The Golden Girls'* cheesecake or Hermione armed with Rick's portal gun.)

Each set also includes a double-sided map and several scenarios with challenges ranging from capture the flag to area control. The combination of clever board artwork with the miniature Funko Pop! figures make the game very visually interesting.

VERDICT

We were very impressed with the solid play design underneath these games. If you take away the pop culture flair, you still have a very engaging and easily learned game that's a blast to play.

The pop culture range of the series seems almost alarmingly broad, but somehow it works — probably because each franchise appeals to a wide audience.

The miniature Funko Pop! figures make the game experience amazing. They're designed so they can hold any of the game's items in one hand while still being easy to move and manipulate on the board. (Tip: when attaching a figure to its base, hold it by the body and twist. Otherwise you might snap the figure's head off. Eww.)

Special kudos to the design team on the way they did the maps. Extending each wall line eliminates all questions about diagonal movement and line of sight in one step. Bravo!

The *Funkoverse Strategy Games* will make a great addition to your regular playing rotation. They might also help you recruit new players thanks to their familiar characters and friendly approach.

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Blood & Plunder is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.

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SORCERER BASE GAME (WWG 700)

From White Wizard Games , reviewed by Brian Herman

	14 & Up		2 - 4 Players
	30 - 90 Minutes		\$49.99

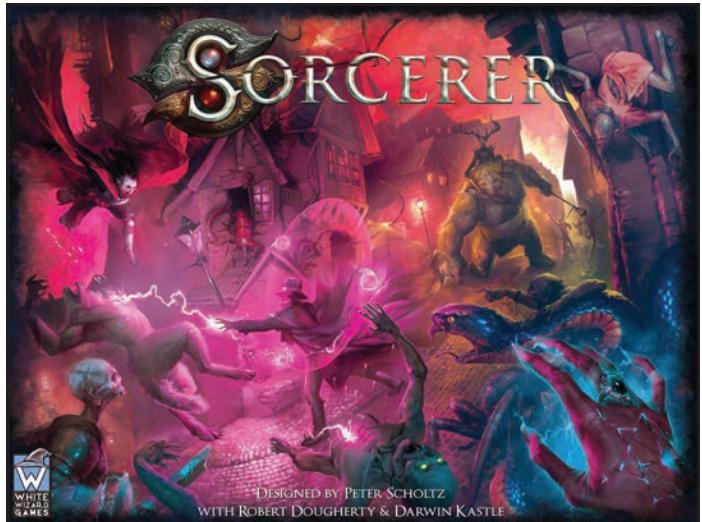
I've been a big fan of the smaller footprint offerings from White Wizard for quite some time now, mostly the *Realms* series (*Hero Realms*, *Star Realms*) both physical and digital. When I saw Sorcerer, I knew it was a different breed entirely just looking at the box and let me say, it comes packed with content: game boards, player boards, tokens, standees, damage dice and all the cards one could possibly handle. Unlike the quick, pick-up battles of the *Realms* series, Sorcerer is an epic war between evil entities for supremacy of the underworld.

During setup, each player takes on the role of an evil sorcerer waging war upon 3 distinct game boards, each representing a different area of Victorian era London and each with its own damage track for each player. If a player damages their "side" of a location to the max in the row, the location is removed from play. When one sorcerer has taken down two locations, they win the game.

Normally during setup of a game with so many moving parts, it can feel tedious or boring, but Sorcerer seems to be the exception to this rule. Each player sets up a "grimoire" grabbing different card stacks from various categories and shuffling the whole concoction together: Sorcerer (villain being played), Lineage (type of magic you use), and Domain (where you set up shop and the type of cronies/spawn at your disposal). This "shufflebuilding" element keeps the game fresh and exciting each play as each deck from each subtype is completely unique, my only complaint is that there are only 4 of each deck type with the core set, which can also be a blessing as one looks to the future with expansions. There's a standee for each specific Sorcerer, which each player sets on the location they want to start in, noting that each Sorcerer has abilities that only apply to their current location. Each player also receives a tracking board, which is stunning in both display and quality and one of my favorite elements of the game with quick ruleset references, areas to track rounds/energy, and a place for your grimoire as well.



Gameplay is divided into two main sections, the Action phase and the Battle phase. During the Action phase each player gets 6 rounds to gain/spend energy, play minions and spells, and otherwise prepare for battle in whichever way she sees fit. Minions are played on any of the bases in play with a max of 4 per location and ready to attack. During the Battle phase, each player takes turns per location, giving players at all locations a chance to activate their minions. For each attack power an activated minion has, that the controlling



player can roll that many "damage" dice, which have three possible outcomes: Miss, Hit, and Critical Hit. Misses do no damage, Hits are assigned damage to either the base or a minion (defending players choice), and Critical hits are assigned damage to either the base or a minion (attacking players choice). This system feels both dynamic and source accurate to the heat of battle, with each sorcerer using every trick in the book to win. During the 3rd and final phase all spent minions refresh, players gain energy and draw cards, and the cycle begins anew until there is one evil sorcerer standing atop the ashes of London.

It's hard to evaluate a system with so many moving parts and crunch to it; each element is beautiful and unique, so putting them all together in one box feels both fragile and a testament to solid game development. The production values are top notch, the stock insert has enough nooks/crannies to hold everything and much more; my copy's cards have been entirely sleeved, and including dividers and each element, I'd say there's about 50% space left. This leaves me both hopeful and watchful for future expansions, I'd love to see even more content in this big sturdy box. While the game shines in 2-player mode, there are multiple game modes for 3 and 4 players as well, which really add different dynamics as more players enter the game.

Overall, I would recommend Sorcerer for anyone that enjoys any form of swords/sorcery/RPG in their games, as well as the gamer that enjoys a crunchy ruleset with moving parts and solid strategy. My thoughts for 2020 now include keeping an eye on White Wizard's catalog. If they can master both small pick-up games as well as compete with the big box items, then I'm going to want to sample a bit of everything; which is much like Sorcerer itself does with mechanics, and that's not a bad thing.

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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AXIS & ALLIES & ZOMBIES (WOC C50100000)

From Wizards Of The Coast, reviewed by Thomas Riccardi



12 & Up



2 - 5 Players



60 - 180 Minutes



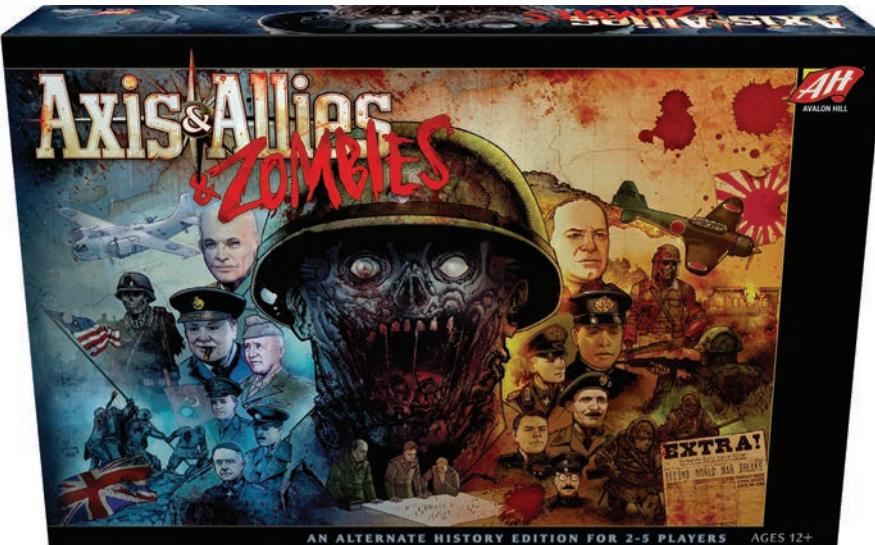
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As conflict erupted all over Europe and Russia, the Allies rallied against the terrifying Axis as they rose up trying to seize power. However, right now there is a greater threat as the bodies of the dead littering the battlefields rise up and attack the living. Zombies have risen up from the battlefields and now both sides find themselves fighting on two different fronts. Will one of these superpowers claim victory or will the world succumb to the living dead? This is the setting behind the latest release from Avalon Hill entitled *Axis & Allies & Zombies!*

This game is designed for 2-5 players as each of the sides take on control of the Axis or Allied forces (Germany, Japan, Soviet Union, United States and Great Britain). Once everyone is assigned a side you will go ahead and set up your forces according to the instructions inside the rule booklet. This also shows how much Industrial Production Credits (or IPC's) that you start out with during the game. This is important as you are going to want to crank out more units as you will need them to deal with not only opposing forces but the rising zombie threat as well.

There are two types of victories in this game as you can either win as the Axis or Allies by controlling your opposing forces capitals as well as your own. However, the dead can also win as they will go ahead and inhabit territories and spread their influence throughout the world. If they manage to gain more than 25 IPC's then it starts a Zombie Apocalypse round. The next round takes place and the side with the highest IPC count at the end of the turn wins the war. There are also some territories on the map that are considered neutral and they cannot be attacked or moved through by either side. However, certain cards can trigger a zombie apocalypse in these territories and if this occurs your forces can try to gain control just like any other territory.

The sequence of play starts out by playing a zombie card from the top of the deck and following its instructions. This also allows you to play the Desperate Measures rules which will also give you bonuses for destroying the undead as well as anti-zombie technology (ranging from anti-zombie armor to chainsaw tanks!). This makes the game even more fun to play and I highly recommend using this to gain the maximum amount of enjoyment from this game.



In the next phase, the zombies attack units in territories that you control and if the result of an attack roll is a "Bite", an infantry unit is replaced with a zombie! Zombies can now control various territories that they inhabit with no other units, and their values are added to the IPC tracker while reducing either the Axis or Allied ones who previously controlled it.

Combat Moves are performed when you are going to relocate your units into a hostile space (either controlled by another player or by the zombies). You may move as many units as you wish however, if your unit has a move value and it reaches a hostile territory before all your move is expended then the unit stops at this space.

Combat and Capture is the next phase is where players choose which units to attack and try to control that region. This is done by assigning attackers and defenders as well as zombies on a separate board and rolling to see what units are either turned into zombies or removed from battle. Any

units that were not moved during combat can move during the Non-Combat Phase — however, they cannot move through contested territories.

During the next phase you can purchase reinforcements and these units can be placed in spaces that either have a recruitment center or an industrial complex. Finally, during the income phase you receive IPC's that reflect your current level on the board. However, you need to be careful if you lose your capital you can no longer collect IPC's until you regain control of it. At the end of the turn you need to see if anyone has met the requirements for victory and if not, the next round begins.

Axis & Allies & Zombies puts a fantastic spin on the regular *Axis & Allies* games by giving us an alternate WWII setting where the dead walk. This game is not only great to play but it also has some excellent mechanics with the addition of zombies. If you love zombie movies you need to check out this game and play it with your friends. For more information on this and other games head over to <https://avalonhill.wizards.com/> and get ready for a world where the dead attack!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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This month *Game Trade Magazine* and *Game Trade Media* are teaming up to bring you an spook-tacular giveaway!

We've delved into the darkest corners of the GTM prize vault for this month's contest offer, and — willickers! do we have a **SCARY** selection of games to offer you. Arm yourself with holy water, don your armor, and check your ammo supply as we offer a Halloween-inspired giveaway in this issue!

One lucky winner gets all of the items above. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 24th and will close on October 28th so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check our content again!).

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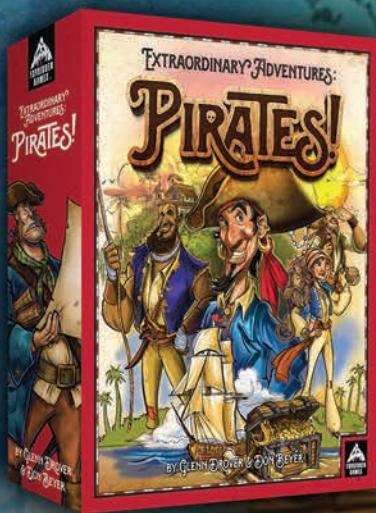


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MARVEL AND FFG, NUFF SAID!